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cheats!

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**OFFICIAL UK**

ISSUE 54

# PlayStation Magazine



**WORLD  
EXCLUSIVE!**  
**TOY STORY 2**  
PLAYABLE DEMO  
AND REVIEW

**TO INFINITY  
AND BEYOND\***  
BUZZ IS BACK IN TOY STORY 2  
\*AGAIN!

## RETURN OF THE LIVING DEAD

President Evil Shinji Mikami  
talks Resi 3 and 4(!) in our  
exclusive interview

## PLAYSTATION 2000

Final Fantasy IX, Metal Gear 2,  
Driver II... Taste our huge  
preview of next year's smash hits

## REVIEW MELTDOWN!

### TOY STORY 2

LE MANS 24 HOURS  
KNOCKOUT KINGS 2000  
FIGHTING FORCE 2  
MEDAL OF HONOUR  
THRASHER: S&D  
TOMORROW NEVER DIES

### XENA: WARRIOR PRINCESS

READY 2 RUMBLE  
NFL BLITZ 2000  
DISCWORLD NOIR  
CHOCOBO RACING  
SOUTH PARK  
PLUS LOADS MORE!

IMAGE © DISNEY/PIXAR

**LMA MANAGER TIPPED ■ WIN SOUTH PARK DEMOS ■ MASSIVE COMPOS  
JEDI POWER BATTLES ■ MATRIX AND BLAIR WITCH FOR PLAYSTATION  
DIE HARD TRILOGY 2 ■ STAR WARS EPISODE I GUIDE ■ IN COLD BLOOD**



JANUARY 2000 £4.99

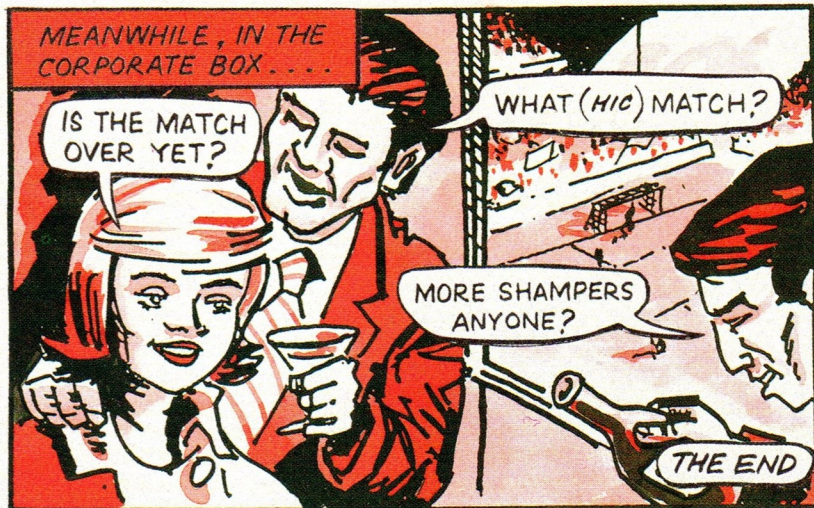
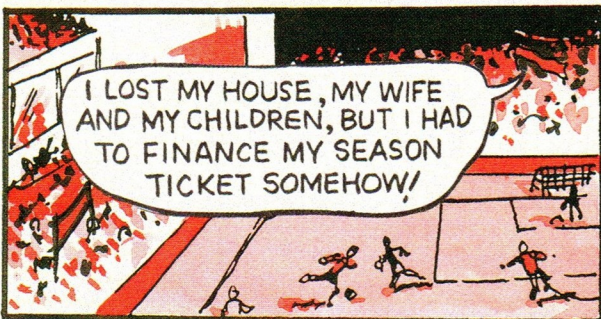
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BIG SIGNING-ON FEE, BIG CONTRACT, BIG CAR  
BIG EGO, ALL WAS GOING WELL FOR RED'S  
NEW FOREIGN STRIKER, ROBERTO FORTUNA.  
NOW HE WAS AFTER A BIG BOOT DEAL....



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Whatever football game you've got, replace it with  
THIS IS FOOTBALL and make the beautiful game beautiful again.

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DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION			



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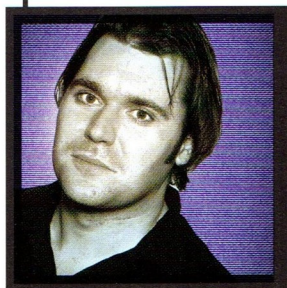
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Given the bundle of  
sauce that was  
**PSM52's** Lara cover,  
the decision to put a  
cartoon brick  
outhouse with a jaw  
the size of

Chelmsford on the cover might appear a tad  
incongruous. But no. This is Buzz Lightyear:  
intergalactic spacehunk, conqueror of  
unknown galaxies and alien-zapping star of  
*Toy Story 2*. A cartoon movie licence that's  
actually playable for all ages? Oh yes.

Which brings us on to a talking point bound  
to be ever-present throughout Y2K. Industry rags  
are full of stories claiming that the confirmation  
of PlayStation games for Barbie, *Teletubbies*  
and for all we know, *Blue Falcon* And  
*Dynomutt* will mean the dumbing-down of  
PlayStation as we stand in line for PlayStation2.

At PSM, we say "cobblers to that." True,  
there are a few more games specifically for the  
nippers this year – and what's wrong with that?  
– but as a sneak peak at our Year 2000  
preview reveals, us old 'uns shouldn't fret. Rejigs  
of *Resi*, *Driver* and *Final Fantasy* are all on  
their way to PlayStation, but beyond such  
sequelitis lie fresh treats aplenty. News is now  
sneaking out about Revolution's spooky  
adventure, *In Cold Blood* while Sony Japan's  
*Chase The Express* is almost guaranteed a Euro  
release, with its *Resi/Metal Gear* sensibilities.  
Five years on, the PlayStation is still turning up  
new heroes.

Which brings us (ish) to the dreaded Y2K.  
Assuming we're not all wandering a post-  
nuclear wasteland ruled by robot monkeys (I'm  
writing this in November), year 2000 looks to  
be the best yet for PlayStation. Indeed, if this is  
your first issue, stick with us for coverage and  
demos of the year's best games. Despite being a  
bit early for me, please join PSM in a New  
Year eggnog, a pre/post-millennial hug and a  
rousing chorus of...

How does that damn song go again?

*Mike Goldsmith*

Mike Goldsmith (Editor)

## STARTUP

# OFFICIAL EXCLUSIVE!



## COVER STORIES



### TOY STORY 2

088

It's (Buzz Light)years ahead of other film licences. Get  
animated with our exclusive review and demo combo



### President Evil

042

*Resident Evil* creator Shinji Mikami talks fear,  
sequels and ghoules in our zombie flesh feature



### PlayStation 2000

058

We reveal the PlayStation and PlayStation2 games you'll be  
playing next year. Read it and reap



### Top Secret

067

Only 16 pages of tips pages devoted to *Phantom  
Menace*, *LMA Manager* and more. Get to it



### Medal Of Honour

098

Somebody ought to pin a medal to EA's chest for sneaking  
out this brilliant 3D shooter. World War II meets *Quake*



### PSM Vs Garbage

128

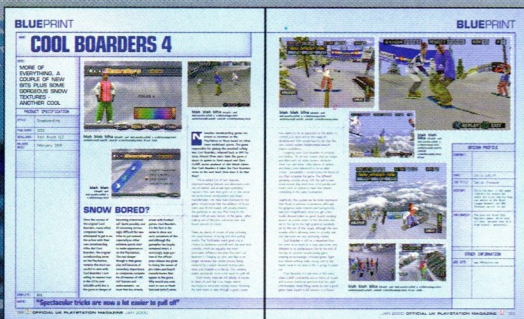
PSM's games champion takes on Shirley, Butch and  
the boys in a hardcore digital decathlon

FOR FULL ISSUE CONTENTS

TURN OVER  
NOW!







page **034**

## Cool Boarders 4

The original iced fun returns and it's sicker than ever



page **058**

## The Shape Of Things To Come

Get a load of the games you'll be playing in the year 2000

## BLUEPRINTS

### Cool Boarders 4 **034**

More of everything plus some gorgeous new snow textures

### Rollcage Stage II **036**

Improving on the original in every way, *Stage II* could be the fastest racing game yet

### Theme Park World **038**

The park 'em up genre comes of age in Bullfrog's long-awaited sequel

### Round Up **040**

Teasing titbits from the developers' boudoir



**34** COOL BOARDERS 4



**36** ROLLCAGE STAGE II



**38** THEME PARK WORLD

## PREVIEWS

### Die Hard Trilogy 2 **050**

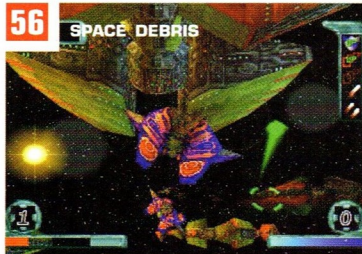
John McClane dies harder during another nightmare Christmas in this latest Bruce bonus

### Ace Combat 3 **052**

Namco's third flight sim wannabe is cleared for take off. Let battle commence

### Armormines **054**

If a ten-foot high spider is your idea of a nightmare, then this first-person spider-swatter could be just the ticket

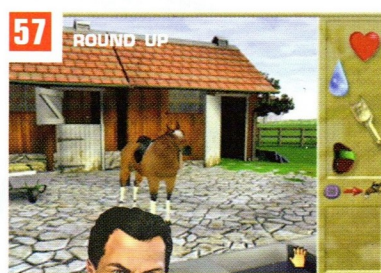


### Space Debris **056**

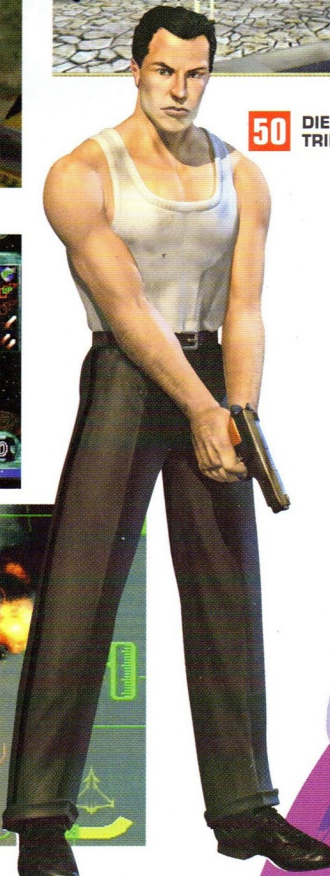
The universe may be infinite, but there's plenty of twisted metal flying around this corner

### Round Up **057**

The best of the rest



**50** DIE HARD TRILOGY 2



## FEATURES

### President Evil **042**

We probe Shinji Mikami, the devilish mastermind behind *Resident Evil 3*

### The Shape Of Things To Come **058**

Want to know about every PlayStation game due for release next year? They're all here!



"Time to probe the dark imagination of Shinji Mikami"

PRESIDENT EVIL PAGE 042

"There's still plenty more on Sony's schedule for PlayStation"

THE SHAPE OF THINGS TO COME PAGE 058



Fact: The Official UK PlayStation Magazine is the world's best-selling videogames magazine. The only magazine with an official demo CD each and every month, PSM is also the best written and most clearly designed magazine on the shelves. This market-leading position means that we can review games honestly and protect our readers' interests, giving real opinions rather than compromise our views in pursuit of an exclusive review or cover.

PSM is the only magazine which really matters within the PlayStation industry for one reason - what we print is the truth. Whether it's about games, the industry or all things PlayStation, our writing is opinionated, honest and always informed. Links with Sony provide exclusive information and game demos, but do not compromise our editorial stance. PSM is 100 per cent editorially independent - guaranteed. PSM is written in an adult, entertaining manner. Free from technical jargon, but

with the necessary expertise that PlayStation owners demand. PSM drops the usual in-jokes and infantile humour for quality. We tell you the latest news, talk to the most important people in the industry, discuss the most relevant issues and review the most exciting games on the planet. And with our demo disc, we let you play exclusive levels from the best PlayStation games before they hit the shelves. PSM: the world's best-selling videogames magazine. Fact.



page **088**

## Toy Story 2

Buzz Lightyear takes another giant leap forward

## REVIEWS

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<b>Knockout Kings 2000</b> 94	<b>Cyber Tiger</b> 119
There's not much competition but this one's still going down to a split decision	SEE! the lowest score PSM has ever awarded
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Fans of the original beware - you'll find very little that's familiar here	Like crashes? You've come to the right place
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A challenger to Tony Hawk's Skateboarding? Approach with caution	No baddies were harmed during the playing of this game
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The samurai adventure that's more Dame Kiri than Hari-Kiri	The makers of Final Fantasy go kart racing. They should have stayed at home
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<b>NASCAR 2000</b> 106	<b>South Park</b> 124
It's not as boring as you think...	The spin-off that finally burst Cartman's bubble
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**88** TOY STORY 2

**SUBSCRIBE!**

Save up to 40% off the next 12 issues!

Turn to page 134 NOW!



## On The CD:

A fine line-up indeed. Slip this beauty in your console and get busy with the bestest PlayStation games around

### TOY STORY 2

Playable

A giant demo featuring little Buzz and his plastic pals

### MTV SNOWBOARDING

Playable

Gnarly dude. Sick one. Check this phat Wu-thang. Know what I mean? Quite possibly not, but try our snowboarding demo. It's really rather fine

### SLED STORM

Playable

This one'll sleigh you. EA's electric skidoo sim will jingle your bells in a race around Lapland. Snow joke

### V-RALLY 2

Playable

At last! Race over the Corsican leg in this gravel-gripping, mud-skipping rallying triumph

### NHL CHAMPIONSHIP 2000

Playable

Stay frosty with this hulking ice hockey hit. Step shots, pucks, bodies and anything else in sticking distance as the Stars attempt to rattle the Sabres

### PAC-MAN WORLD

Playable

The jaundiced pill-popper returns for another course. Direct his a-mazing appetite through this retro riddle

### WORMS ARMAGEDDON

Playable

Our spineless heroes turn on each other in this crazed battle to the death

### CENTIPEDE

Playable

'80s coin-op crawls from beneath the retro-stone

### GRAN TURISMO 2

Video

It's as close as we can get till Polyphony hand it over

### ACE COMBAT 3

Video

Bandits at six 'o clock. But it's only 5.15. Aieeeeee!

### SPACE DEBRIS

Video

Cosmic dirt-bagging, scum-sucking space action

**TURN TO PAGE 135 NOW!**



## REGULARS

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Our regular sneak peak into the PlayStation future. This issue, *The Blair Witch Project*

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# A GLIMPSE OF THE FUTURE

A SNEAKY PEAK INTO NEXT YEAR'S MOVERS AND GROOVERS

## THE BLAIR WITCH PROJECT

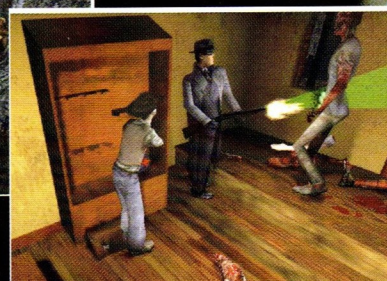
- Ⓐ Spooky camping simulator?
- ⓐ Motion sickness inducing?
- ⓧ *Resident Evil* bester?
- Ⓢ No idea, nice licence though

By now you've either been scared silly by it, bored to death by it or decided against watching it because you believed all of the scarier-than-*The Exorcist* hype. *The Blair Witch Project* is the most successful and profitable independent film ever – not surprising then that after the initial surge of keyrings, T-shirts, posters and other goth-exploiting merchandise, somebody should come up with the idea of making a game based on the film.

The Gathering Of Developers (a US games publisher distributed by Take 2 Interactive in the UK) have recently announced that it has acquired the exclusive *Blair Witch* rights, and that in addition to multiple titles on the PC there will be at least one game on a "next generation console", namely the cinema-friendly PlayStation2. The first game will be a 3D action/horror title making use of Terminal Reality's *Nocturne* engine, a 3D spookfest recently released on the PC. Details are non-existent as far as the plot goes, but *PSM* can only assume that the games will not follow the events of the film very closely – the idea of a game where you play one of three campers getting lost and hearing a few strange noises just doesn't seem feasible. A release date for *The Blair Witch* game has not been announced but early indications are that it will be timed to coincide with the film's DVD/VHS release in Europe, hopefully late next year. ■



**PC shots** of the most fragrant *Nocturne*, the game that *Blair Witch* is likely to resemble when it hits PS2.









Jaguar XK8

155 mph

airborne

## Welcome to driving heaven

It's a Corvette Stingray in Rome. It's a Chevy Camaro Z28 with sports intercooler.  
It's a Subaru Impreza rallying on the Tahiti beach. It's 28 tracks.  
It's over 590 (count 'em) of the world's finest motors at your oil-soaked fingertips.

It's heaving with so much horsepower we needed two discs.

It's GT2. It's heaven.

And it's here.

△×□

[www.playstation.co.uk/GT2](http://www.playstation.co.uk/GT2)



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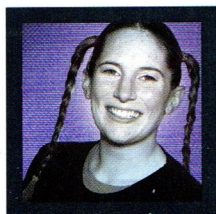
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# FEEDBACK

LARA'S OFF TO HOLLYWOOD, FINAL FANTASY VIII IS/ISN'T CRAP, BUT THE BURNING ISSUE THIS MONTH CONCERNS OUR CAT'S BOTTOMCHEEKS



## EDITED BY

Catherine Channon, PSM's ever-resourceful disc editor. Mail us them queries and questions at: feedback@psmonline.co.uk

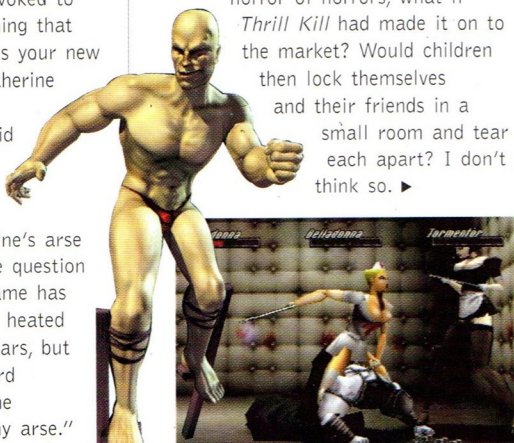
I'm sure that many people would disagree with me. Driving games and the like are easier to perfect than football games. When you take the atmosphere, crowds, fights and mindless drivel away from the game then you're not really left with too much. Fun to play with, my knob.

Peter Merlin  
Via e-mail

What can I say? [How about, "I'm scared"? - Ed]

## NOT KIDDING

I am writing about the companies who put age restrictions on games. OK so they do a good job and everything, but consider this - if children who play games involving guns and gore are more likely to grow up to a life of crime, (having been badly influenced by the games), does that mean if they play TOCA or Gran Turismo they will grow up to be some famous racing driver or a well-known endurance racer? Or, horror of horrors, what if Thrill Kill had made it on to the market? Would children then lock themselves and their friends in a small room and tear each apart? I don't think so. ▶



**The long-lost Thrill Kill.** Avert your eyes all impressionable readers. Under no circumstances should you attempt to try this one at home

## BOTTOMS UP

I've been reading videogames mags since the days when they used to publish BASIC games for you to aimlessly punch into the keyboard (yes I know, a looong time ago) and not once have I been provoked to write in, until now. The thing that has caused this reaction is your new column Cat Call with Catherine Channon. Now I have to admit that I'm not an avid football fan either, but I'm puzzled by the last comment and am left asking myself, "Is Catherine's arse really a good game?" The question of what makes a good game has been the subject of many heated arguments over all the years, but not once have I ever heard anyone say in a videogame magazine "Good game, my arse." Who knows?

I totally agree with your views on football games, although everyone has their own views and

## FOOTBALL MAD

Having read Cat Call in PSM52 I felt compelled to write to you and point out some whopping errors in your article.

Error one - "All football games are rubbish." In all the years of me buying PSM that is the most unbalanced, inarticulate and downright stupid thing I have ever read.

Error two - "Honestly, where's the fun in running 22 poorly-pixelated men around a green square for half an hour?" Clearly you've never laid eyes on ISS Pro '98, because if you had you'd know the men are anything but poorly-pixelated. You openly admit that you're not a footy fan and that you "in fact despise the sport." That last statement is error three, because it shows that you're going out of your way to be cynical which serves no purpose other than its own and is frankly boring. [So boring you wrote in - CC]

Error four - "Take away a real team and you're left with a completely meaningless activity." That's such an unbelievably pointless thing to say that I'm not going to validate it with a response.

Error five - The football sim is a lie. Of course it wouldn't occur to you to have a go at the golf sim or the ridiculous fishing sim.

Error six - "Publishers are merely cashing on schoolboy fantasies and you lot are buying the same thing again and again." Of course the publishers are cashing in on our fantasies, isn't that the point of 90% of games? As for buying the same thing over and over again, you can't just say that about football games. Am I sorry I bought all the Tekkens or Tomb Raiders? No way.

Graham Doyle  
Dublin

Firstly perhaps I should remind you that an opinion column is exactly that - one person's opinion. Thus I stand by my statement that all football games are rubbish. Can you honestly say that there's anything in these games to tempt a non-footy fan to pick up the joypad? Hell, no. Football games simply cash-in on the fantasy a lot of Sunday league part-time players have about playing for their favourite national or club team - many people seem happy to put up with a distinctly second-rate title as long as it lets them 'be' who they want. Fair enough, but that doesn't mean that as a videogame, the damn thing is actually any good. As for buying the same thing over and over again, didn't anyone who bought FIFA: Road to World Cup '98 AND World Cup '98 feel a tad ripped-off? The defence (a footballing term, I believe) rests.



**Spot** the difference... The VERY BLOODY DIFFERENT INDEED games that are RTWC '98 and WC '98



Photo credit: Sportsphoto



## Catherine, Sandra, Jennifer... Have any of them the front to be the next Lara? Answers on a postcard

► Laugh if you want to, but I am thinking from a child's point of view because I am one.

**Neil Rocks**

Via e-mail

PS: I just went out and got a gun 'cos I played *Fighting Force*... Not.

It's a question of responsibility. Most people are able to distinguish right from wrong and no amount of videogaming will influence them, but some members of society are extremely susceptible to violent images portrayed in the media and may well act on them.

The recent massacre at Columbine High School was blamed by some on the videogames industry. A totally incorrect judgement but as the industry has been forced to accept responsibility for its products. Thus ratings – but it's still up to the person who buys the game and the nation's retailers as to just how strictly enforced they are...

making and should be released soon, but I haven't heard anything about it for a long time. If you have any info on it, I would be grateful if you could tell me.

**Lynsey Wood,**  
South Yorkshire

Core Design, makers of the series have informed us that *Tomb Raider: The Movie* will be going ahead before the end of next year. It is to be produced by Paramount and we can confirm that Lara Weller will not be playing the part of Ms Croft. Exactly who is to be cast has yet to be decided, but rumours are spreading that Catherine Zeta-Jones, Sandra Bullock or Jennifer Lopez could be up for the part.

The film will not follow the story of any of the existing *Tomb Raider* games, but Core will be keeping a close eye on all the scripts. Meanwhile, Lara will be appearing on your screen promoting Nike trainers with Michael Jordan. More exciting 'news' as it happens...

## LIVING IN A FANTASY

As I was reading through The Fuzzinator's letter (*PSM52*), the same words were scrolling through my head, "Shut up you stupid willy. What are you talking about?" I don't think the Fuzzinator has even played *Final Fantasy VIII* for a couple of reasons. Firstly there are only four discs to play. Secondly, you must be blind if you can't see the FMVs (they're coming out of its ears). And thirdly, cartoon-style graphics are out. Who wants to see the *FFVIII* crew jumping down Squall's trousers and then reappearing when needed, as they



**Looks like Infrut** doesn't do it for Mr Fuzzinator. Roger Moore has written in and wants to know just what the hell would?

did in *FFVII*?

You can't be playing the right game. Make sure you look at the cover of the game before you put it in next time and make sure it says *Final Fantasy VIII*, and not *Rugrats*. In reply to your Guardian Force statement, 'gone are Levithian?' I think not, he's there and he's the eighth blokey you get. How can you say the GF animations are rubbish as well? Were you not in awe when Quezacotl, or Ifrit came from heaven and hell to blow the hell outta the enemy? And you want an Oscar-winning plot? I think you should take another peek because it's incredibly in-depth and involving.

*FFVII* took the RPG genre to a whole other level and now *FFVIII* has taken it further. All I can say is 'role' on *FFIX* as it will be something to behold I am sure.

Thanx for your time.

**Roger Moore**

Via e-mail

Mr Fuzzinator has promoted quite a response this month and none of it positive. It's nice to know that the gaming public recognise nonsensical foolishness when they see it. As Mr Wilton so eloquently stated in *PSM52*, "*FFVIII*'s is clearly the cat's cajones." Respect.

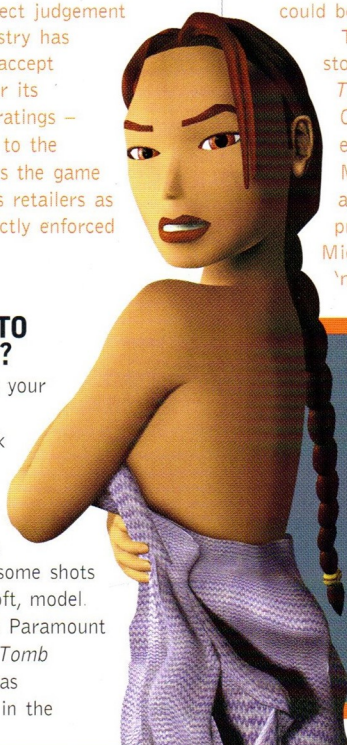
All letters are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space and style. We cannot answer your letters personally.

## Write Us!

Write us here with your Reality Bytes stories, Readers' Charts, Booty entries and just about anything else. Also remember to check out our new space site at [www.psmonline.co.uk](http://www.psmonline.co.uk). On-line forums are on their way!

## LARA GOES TO HOLLYWOOD?

I am writing to your excellent magazine to ask a simple question. Around a year ago, I bought a magazine with some shots of the Lara Croft, model. posing behind a Paramount sign. I know a *Tomb Raider* movie was supposed to be in the



## FEEDBACK EXTRA

### SUCCULENT SHAVINGS SWEEPED FROM THE OFFICE FLOOR

A good rummage through this month's post bag revealed, well, a lot of post. Much of which contained your opinions on our new look...

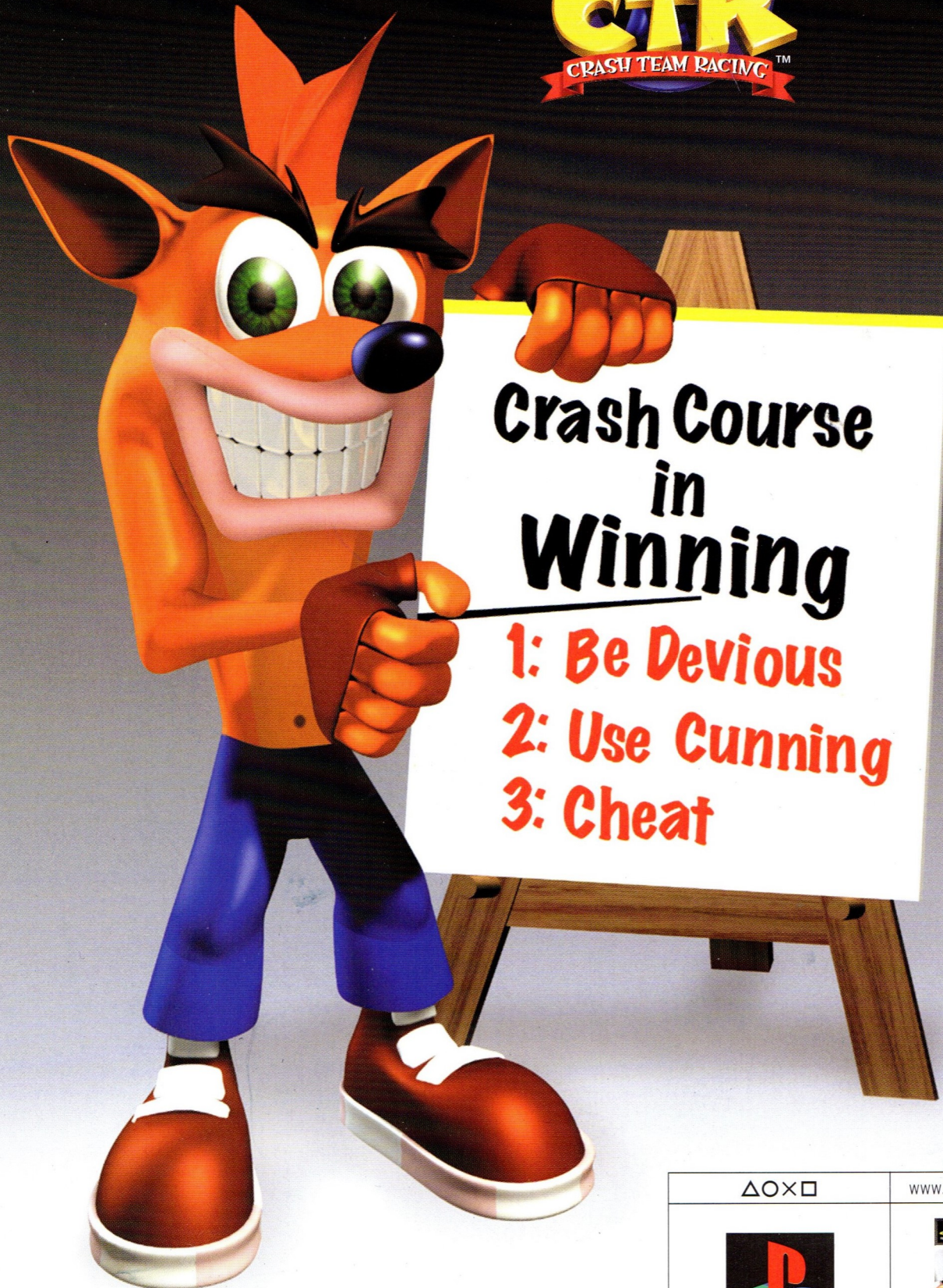
**Philip Tomlinson** is a little cynical about the whole affair, but admits, "You did a good job

changing Top Secret. And the idea of making a proper games cover for the It Should Be A Game was the work of a genius..." **Chris Davies** is less than happy with the new look and says that "If we wanted a change in the way our regular magazine looked, then we would buy another magazine." Trust ye not the man who

fears change. On a more positive note, **Damon Walker** from Bradford is full of praise. "Just when I thought *PSM* couldn't get any better it did. I was a little unsure at first, but on closer inspection there was just so much more in it." The times they are a changing. The PlayStation is evolving into something new and different and thus so is *PSM*-san. Every change made to the mag was carefully thought through by experts. Then we had a go etc etc...



YOU'VE GOT TO BE BAD TO BE GOOD.



ON YOUR MARKS. GET SET. GO KARTING.

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**NAUGHTY DOG**

△○×□

[www.playstation.co.uk/ctr](http://www.playstation.co.uk/ctr)



DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION



# LOADING

**ALL THE NEWS  
FROM THE WORLD  
OF PLAYSTATION...**

## THIS MONTH...

### MOVIES, GAMES & VIDEOS

PlayStation videogaming in movie licence madness. Hollywood here we come!

page 012



### STAR WARS

Sabres of paradise? Activision confirm *Jedi Power Battles* as new *Episode I* title

page 014



**OFFICIAL  
EXCLUSIVE!**

### ORIENT EXPRESS

*Sky Surfer*: The last word in extreme boarding titles? Quite possibly. New shots right here

page 020



### GORDON STRACHAN

Coventry City's boss talks tough and lets PSM in on his secret management skills

page 025



### PLUS!

DUKE NUKEM HEADS TO PS2... CHARLES CECIL TALKS IN *COLD BLOOD*... WACKY RACERS... NURSE PAIN TAKES ON *MEDAL OF HONOUR*... CHASE THE EXPRESS... CHARTS...



Images: Kobal Collection, Movies Store collection

**The sophisticated Mr Powers**, just one of an increasing number of movie stars destined for PlayStation fame

## MOVIES, GAMES, AND VIDEOS

# YEAH BABY!

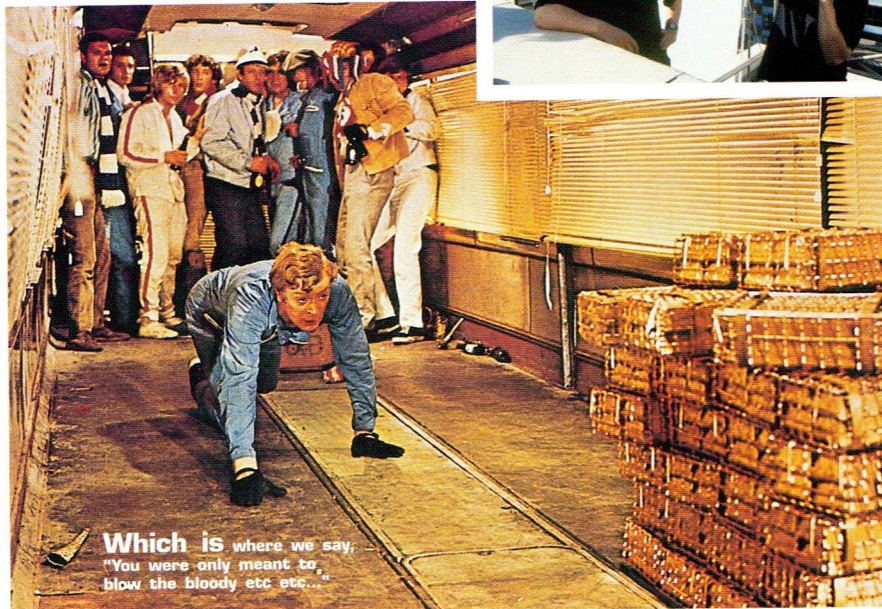
## TOP FILM LICENCES SNAFFLED FOR PLAYSTATION

**A**ustin Powers, *The Blair Witch Project*, *The Italian Job*, *James Bond*, *The Matrix* and *Evil Dead* – just some of the big name movie licenses signed up by forward-thinking publishers as the games industry shifts towards that of mainstream entertainment.

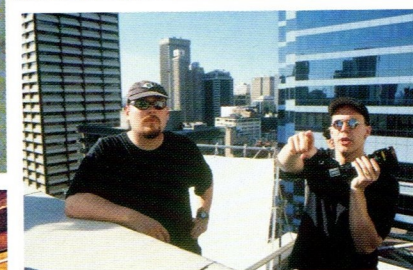
"Licences have always been important in games. This licence is shagadelic because the audience for the films is the

same as that for the games," said Kelly Sumner, European president of Take 2, commenting on their recent acquisition of the *Austin Powers* licence. The franchise has generated over \$550 million since May 1997 and Take 2 plan to launch a series of PlayStation and PS2 titles based on the movies over the next four years. As for the rest of the recently-announced titles, *Evil Dead: Ashes To Ashes* is on the way from THQ, *The Italian Job* has been





Which is where we say,  
"You were only meant to  
blow the bloody etc etc..."



## UNDER COVER

The latest rumours, whispers and cheeky nods. Not a word

- *Harvest Moon*, a farm simulation with elements of role playing is soon to be released on the PlayStation – in Japan. You are responsible for growing crops, looking after animals and making a profit. *PSM* reckons a PAL release for this one is unlikely, but maybe if you all write to Victory Interactive...



- PlayStation2 isn't even on the shelves yet and already *PSM* is hearing rumours regarding its successor – unsurprisingly being referred to as PlayStation3. Speaking at an event in Japan, Shinichi Okada, SCE research department head, stated that PlayStation3 will be at least 1,000 times more powerful than the PlayStation2. Apparently for the hardware to perfectly express 3D movement in real-time it would need to be 18,000 times as powerful as the current console. Wow.

- Ubi Soft have teamed up with Japanese publisher Video System to produce *Formula One* games with an official licence. The agreement covers both the 1999 and 2000 seasons, allowing Ubi Soft to distribute the games internationally. Just about all of the existing formats will see a game making use of the licence at some point, but the most exciting prospect must be the inevitable PlayStation2 version.

- Details have emerged on the forthcoming *American Arcade* from Astroll, which will surely be PlayStation2's first retro title. Set in smalltown USA, you'll be able to visit various arcades and play versions of such classics as mini-bowling and baseball. There will also be a selection of fortune-telling cabinets, jukeboxes, pinball tables and other non-videogame machines to waste your virtual coinage on.



optioned by SCi, we talk about *Blair Witch* on page six and in a recent on-line chat (see [www.whatisthematrix.com](http://www.whatisthematrix.com)). The *Matrix*'s Wachowski brothers said, "If things work out the way we want them to, the videogame will be released when the next movie comes out and it will actually have something to do with the movie." The fire was further fuelled by the Wachowskis' meeting with *Metal Gear* auteur Hideo Kojima (a *Matrix 2* game for PS2 or a *Metal Gear* movie) and Shiny's Dave Perry being quoted on-line as saying he had, "spoken with them about making the game." More news next issue.

For anyone in doubt of the validity of movie icons appearing in games, SCEA recently announced that its PlayStation-related business accounted for more of the US public's disposable income than the movie box office in the month of October. It's a confirmation that,

despite the alleged downward spiral as we wait for PS2, games are bigger than movies.

"With the PlayStation we have been able to break down the conventional barriers in entertainment by bringing together interactive games, music and cinematic visuals," stated Jack Tretton, vice president of sales at

and more like the movie industry. Not a week passes without the games market moving closer to being dominated by just a handful of hugely-powerful companies – mergers and buyouts have been commonplace of late and it can only be a matter of time before the number of publishers is down to single figures. The games

## "The games industry is becoming more and more like the movie industry"

SCEA. "This mix of entertainment has opened the door of our industry to a host of consumers who aren't traditionally interested in games." Something PlayStation2 will surely achieve to an even greater extent with the incorporation of DVD technology.

Aside from the financials, the games industry is becoming more

themselves are also gradually becoming more movie-like. In titles such as *Metal Gear Solid*, as much attention was paid to the cinematics as to the gameplay in the development stages. Plot and characterisation will be the new buzzwords for gamers as graphics and sound become outdated in terms of rating a game.

Perhaps anticipating this, an increasing number of games publishers are signing up big-name movie licences. EA recently signed a licensing deal with MGM for the exclusive rights to develop, publish and distribute games based on James Bond. After releasing the disappointing *Tomorrow Never Dies*, the next title will be a next generation-title based on the current hit movie *The World Is Not Enough*.

"We believe that Bond lends itself well to an array of gameplay elements, from intense stories and characters to action-packed sequences and innovative gadgets" commented Frank Gibeau, vice president of marketing for EA.

An early press release for PlayStation2 included the quote, "Imagine walking into the screen and experiencing a movie in real-time... this is the world we are about to enter." Perhaps it was more accurate than could ever have been anticipated. JC ■



News so hot there aren't any pictures of the game yet.... So here are some of *Masters Of Teräs Käsi* to remind LucasArts what not to do



## STAR WARS EPISODE I JEDI POWER BATTLES

OFFICIAL  
EXCLUSIVE!

SWING YOUR SABRE

# JEDI KNIGHTS IN

QUI-GON CHINS DROIDS AND THE MAUL IN NEW STAR WARS GAME

**C**alled [deep breath] *Star Wars: Episode I Jedi Power Battles* and already we can feel our light swords lengthening at the very prospect. Imagine an action-arcade game with you posing as a Jedi Knight, swishing your energy stick through a chaotic queue of enemies such as mercenaries, droids and assassins. Then gargle the liquid excitement of mastering a spread of Force powers as you slash your way through ten levels echoing locations from the film. Move hoodedly through the deserts of Tatooine, the baroque city of Theed and the Gun-Gun [read pest] infested swamps of Naboo.

Blistering baddies with the old Force cane earns experience points and points mean prizes like new fighting moves, enhanced

**"Qui-Gon is a super-shrewd Force trickster with strong healing powers..."**

powers and health. The system works in the RPG style, enabling you to soup up your character when you hit certain experience milestones. Five playable Jedi are promised amounting to a who's who of the Jedi Council. Obi Wan is fast, agile and strong but has limited force powers. Qui-Gon Jinn is a super-shrewd Force trickster with strong healing and defensive powers but is non too healthy. Plo Koon (looks like Predator) is rock hard but

slow, while Adi Gallia (lady Jedi) is the complete opposite and Mace Windu (Samuel L Jackson in the film) is a perfect balance of all aspects, like any good Jedi should be. No sign of Yoda or that

ridiculous albino pin-head on a rubber neck, but LucasArts won't be releasing *Jedi Power Battles* until spring 2000 so it's not too late.

Other Jedi collectables include power-ups like thermal bombs, lightsabre boosts, shields and restraining bolts. As usual they're probably best saved for lobbing – kitchen sink fashion – at the end of level bosses, including Mr Sith himself, Darth Maul.

So then, five months to go and counting. ■

## UNDER COVER

• The search continues on PlayStation for a *Zelda*-beater and the latest contenders are From Software. Now transferred from PS1 to PS2, *EverGrace* is an action/RPG about a chap by the



name of Yurt, who is seeking revenge for the death of his father. Expect superb graphics, an involving storyline and the reason behind his cursed emblem, an insignia that causes those close to Yurt to die...

• Next spring Sony will be releasing a 15" LCD television specifically designed for use with the PlayStation, and more importantly PlayStation2. The set will come with just about every input imaginable and will give a picture quality far superior to that of a conventional TV. Obviously you'll be able to use this superb piece of kit with other hardware such as videos and DVD players – but with the arrival of PlayStation2 you won't need to.

• Square Electronic Arts have recently opened an on-line store from which you can purchase games, merchandise and all manner of Square-related collectables. Visitors to [www.squaresoft.com/store](http://www.squaresoft.com/store) will be able to purchase goodies exclusive to the site including a four CD package of the *Final Fantasy VIII* music collection which features illustrations never before seen outside Japan. A back catalogue of games from



Square are already available and all future releases will be for sale on-line when released.

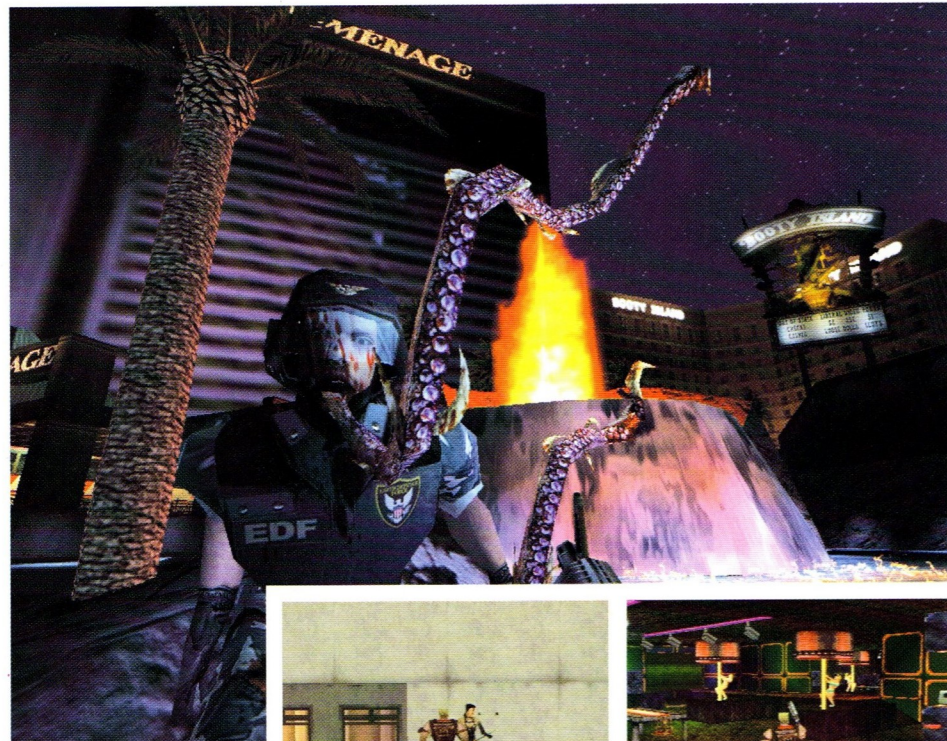
• Despite the delays incurred by *Dragon Quest VII* (see Orient Express), Enix are hard at work converting *Dragon Quests 1 - 4* to PlayStation next year. As they originated on the Super Famicom (the SNES to you and me), Japanese gamers can expect enhanced graphics and sounds over the original versions. A Euro release sadly remains unlikely...



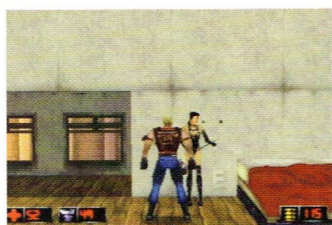
DUKEBOX JURY

# HIT, MISS, MAYBE

DUKE NUKEM GUNS FOR PLAYSTATION2



**Shots** of Dukes *Forever* and *Time To Kill*. Expect a mix of both to hit PS2



**T**he king of the cocksure quip who fires as much from the lip as the hip is taking his big gun fun over from GTi (now owned by Infogrames) to kindred spirits Rockstar Games. Rockstar have taken out a one-game contract that confirms *Duke Nukem* is heading towards PlayStation2.

According to Duke's guardian and Apogee boss Scott Miller, "Rockstar, like us, wants to break the rules and make a Duke Nukem console game that's as successful and innovative as the Duke PC titles."

Speaking exclusively to *PSM*, Rockstar boss Sam Houser said, "*Duke Nukem* on PS2 WILL be the best console version of Duke yet. We pledge to all Duke fans that the game will stay true to the Duke philosophy. It will be full-on action, presented in the much-loved Nukem style and humour. Duke is the Schwarzenegger of video games. We intend to carry on this tradition with the ultimate action game on

"We intend to make the ultimate action game on the ultimate platform" – Sam Houser

the ultimate platform."

Rockstar's star acquisition will be developed by coders n-Space who were responsible for the stunning *Duke Nukem: Time To Kill*. "We are assembling a really strong team," continued Houser. "We are still pretty early in development (though). You should expect to see that game at some point in 2001."

Back in 1999, GTi will be handling Duke's last gasp on the PlayStation 1. Subtitled *Planet Of The Babes*, it will be known as *Duke Nukem: Time To Kill 2* and appear this April. Um, bapes? ■

HAY-YELP! HAY-YELP!

## STOP THE PIGEON!

INFOGRAMES SIGN UP DASTARDLY AND MUTLEY FOR A WACKY RACES SPECIAL

**L**egendary duo Dastardly and Mutley are on the way to their premiere

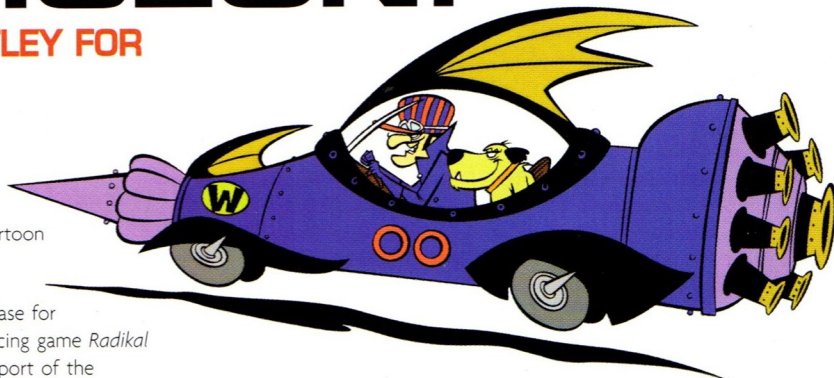
appearance on the PlayStation, in *Wacky Races*, due out next June. Indeed the entire cast of the legendary Saturday morning cartoon will shortly be appearing in the *Speed Freaks/Crash Team*-style game. The plot of the cartoon, as readers will no doubt remember, hinged on the antics of a disparate group of racers in an assortment of weird and wonderful vehicles. Dastardly and Mutley of course used nefarious means to get the

upper hand on their rivals, that more often not ended in disaster. Drat.

In the context of a computer game, giving one team extra abilities would be pointless, everyone would just end up picking the moustachioed one and his faithful hound. For this game each team has individual abilities. So Pat Pending will have full use of his convert-a-car and the Slag Brothers get to steam-roll around in their Bouldermobile, no doubt causing havoc and mayhem. Infogrames are focusing on the comic side of things so expect the unexpected as well as the

familiar shriek of Ms Pitstop, "Hay-yelp..."

Still on a cartoon trip, Infogrames are also gearing up an April release for pizza parlour racing game *Radikal Bikers*. A direct port of the arcade game in which you play the part of a delivery rider, the PlayStation version promises a whole bunch of new courses spread across the world. Race round famous cities attempting to deliver your precious pizza cargo before it gets cold, or risk the consumers' wrath. Pepperoni in Paris? We like to think so. ■



"The Slag Brothers get to steam-roll around in their Bouldermobile, no doubt causing havoc and mayhem"



## UNDER COVER

• Flying Tiger are working on a third *Time Crisis* game currently going by the name of *Time Crisis Alpha*. A PlayStation exclusive, the game will be released through Namco in the US while SCEE will release the title in Europe next March. Looks like that light gun might not have outlived its usefulness after all. The January release of *Biohazard: Gun Survivor* (see page 16) in Japan might make it a little outdated though – see our next story.



• Presumably to coincide with the Japanese release of *Biohazard: Gun Survivor* – which we first covered back in *PSM52*, ASCII are releasing a new light gun which incorporates a directional pad. Fully compatible with all GunCon software, there's no news as to whether the TM/M92F will be bundled with copies of the game but it will certainly be a must-buy for players serious about surviving the ace new *Biohazard* title.

• Square's millennium show in Japan, recently postponed until 29 January 2000 is causing something of a stir since a new advertisement featuring the number IX appeared recently. Square have announced that PlayStation2 titles will be showcased at the event, but the appearance of *Final Fantasy IX* is yet to be confirmed. Rumours have also started to surface that a DVD-based *Final Fantasy* collection for the PlayStation2 might be announced.



• *The Dukes of Hazard*, *Animaniacs*, *Scooby Doo* and the *Flintstones*, are on their way to the PlayStation thanks to a deal between US company SouthPeak Interactive and Ubi Soft. Release dates have yet to be confirmed, but given that one or two of the titles are already available in the US you shouldn't have to wait too long for the arrival of the *Mystery Machine* and the *General Lee*. Yeehah!



"There are occasions when your own moral sensibilities have to be shed..."

SAY, YOU WANT A REVOLUTION?

## CHARLES CECIL

CREATOR OF *BROKEN SWORD* TALKS UP THE FUTURE WITH *PSM*

**C**harles Cecil has been around videogames almost since their inception. His company, Revolution Software, created the pointy-clicky adventure series *Broken Sword* for PlayStation and are currently busy innovating titles for PlayStation2. *PSM* caught up with him and asked a few questions about the direction he sees videogames going...

**PSM:** We heard you started out in the dark ages of the videogame industry...

**Charles Cecil:** Yeah, I started writing text-based adventure

games for the ZX81 and Spectrum at university in 1981. Then worked my way round different publishing houses before setting up Revolution in 1990.

**PSM:** What games have you worked on in the past?

**Charles Cecil:** Errrr, hundreds!

**PSM:** In text-based games, the player's imagination was as important as what you actually read on screen. Do you think this is still a factor in games today?

**Charles Cecil:** Text adventures had to create the impression of having more than there really was.

I used to meet people who played my games and they would describe scenes with a much greater richness than I had ever written them. The best games do exactly the same thing today – but techniques need to be more subtle because now the player is given so much more information.

**PSM:** What was it that first excited you about the possibilities of computer games?

**Charles Cecil:** Right from the start, I was fascinated by the potential of the medium. We are the pioneers of an exciting art form – with possibilities that have never been available to any other

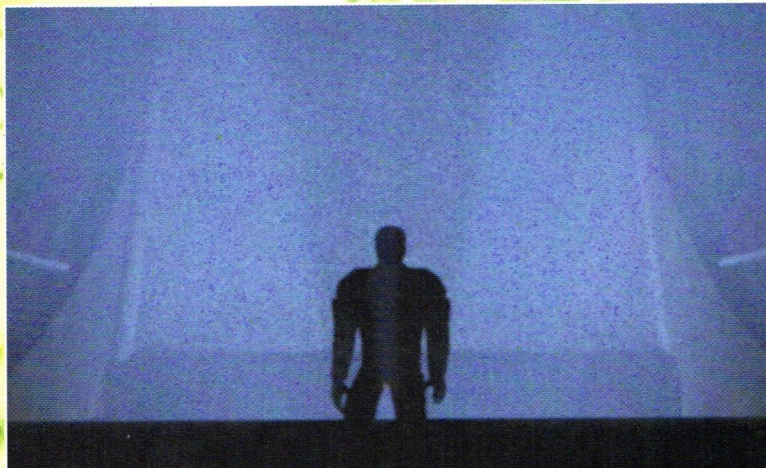
form of entertainment. Interactivity is unique to interactive entertainment and is only made possible by the digital medium. We can create an environment in which the player has the power to affect the environment and dictate the outcome of the story.

**PSM:** In what direction do you see computer games developing through PlayStation2?

**Charles Cecil:** Developers have managed to create games that trigger visceral emotions like fear and excitement, but it's rare that the more profound emotions such as sorrow or desire have







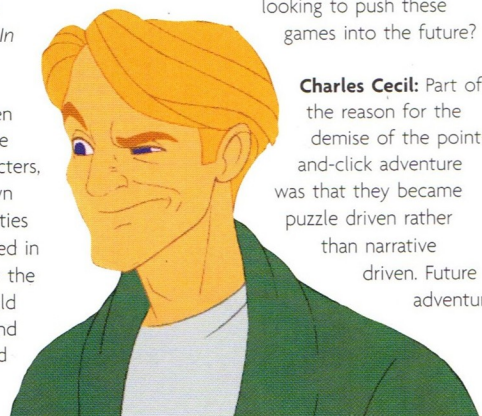
**Amazed at** the quality of their own work, the Revolution team coerce and manipulate their lead character to life.

Main photography: Pete Loretz

been created in the medium. In calling the processor of the PlayStation2 the Emotion Engine, Sony have clearly stated that they would seek to create a more profound emotion in the games that are created for the new console. Developers have now got to learn how to use the technology to create a wider range of emotions in players.

**PSM:** Does your forthcoming PS adventure (see last issue), *In Cold Blood* do this?

**Charles Cecil:** Kind of. With *In Cold Blood* there are occasions when you have to be hard on characters, when your own moral sensibilities have to be shed in favour of how the character would react. You'll find yourself, forced into being



**"I believe we can learn a lot from film techniques, while respecting the differences..."**

aggressive with people that you meet – that's the only way you can get them to do what you need to get through to the next section.

**PSM:** Revolution had a huge hit with *Broken Sword*. How are you looking to push these games into the future?

**Charles Cecil:** Part of the reason for the demise of the point-and-click adventure was that they became puzzle driven rather than narrative driven. Future adventure

games should revolve around a plot in which the player wants to find out how the story progresses, and puzzles are used to hold the player back – in a similar manner to a film in which the protagonist continually encounters conflicts which stop him from moving forward. I believe that we can learn a lot from film techniques, while respecting that there are fundamental differences between the two mediums.

**PSM:** What are you planning for the future? PlayStation2 games?

**Charles Cecil:** Our main thrust is in PlayStation2 games. We are building the tools necessary to create a narrative game that exploits the new platform both technically and creatively. **DM ■**

# LOADING



**Catherine Channon** Sky One's red-betted gamesvixen, swaps screen for print in search of a quiet life at *PSM*.

## CAT CALL

**DO BAD-TASTE PROMOTIONS LEAVE YOU WITH A BAD TASTE?**

**T**hese days many publishers are using shock tactics in order to gain extra publicity. Virgin's latest promotion for the PC version of *Messiah* featured a mocked-up photo of the pope smoking a large joint – they seemed to think he might see the funny side of it. Right. The day the Pope sees the funny side of such dope-fuelled hilarity is the day the Vatican starts endorsing Durex.

In the same vein, SCi have also recently hit the headlines with their plans to publish a series of games based on The Great Train Robbery with Ronnie Biggs and Bruce Reynolds as 'design consultants'. Take 2's *GTA2* is another title that had its marketing campaign based on scandal (the 'Steal This Game' ads). Guests at the *GTA2* launch party included Great Train Robber Bruce Reynolds, Dave Courtney (freelance thug) and a man Take 2 themselves describe as the MD of British crime, Freddy Foreman. Lovely.

Where will it all end? If *Rat Attack* had come packed with a dead rodent, would it have been a more notorious and therefore bigger game? Are *Carmaggeddon*'s shock tactics simply trying to distract you from its shocking gameplay? Vote with your wallet, others have – Virgin's *Messiah* ads have been boycotted by many leading magazine publishers on the grounds of taste. The fact that they're a bit crap doesn't help either.

Games publishers will sink to any level to publicise a game, even if it means endorsing organised crime. Maybe if I had a go at murdering people, I could be in a game too?



# HMV

## seriously addictive...



### MUSIC 2000

Create your very own dancefloor anthems with thousands of riffs, samples and the ability to sample up to 20 seconds from any audio CD. "The best has indeed just got better." 9/10 Official PlayStation Magazine



### SOUTH PARK RALLY

Face off against Cartman, Grandpa, Scuzzlebutt, Starvin' Marvin and the rest of South Park in the wildest, raunchiest road race ever. Prove you're not a Melvin with dozens of insane vehicles, great tracks and all the usual South Park mayhem.



### GRAN TURISMO 2™

The follow-up to the best driving game of last year includes over 500 vehicles, 20 new tracks - including rally courses, detailed replays, superb handling and an inspirational soundtrack featuring tracks from the likes of Fatboy Slim and Stereophonics. "Plays like a dream" Official PlayStation Magazine



### JIMMY WHITE'S 2 CUEBALL

Awesome graphics and groundbreaking 3D realism allow players to interact with virtually any element in this stunning snooker and pool game. The 3D environments and ball movements are amazing, while the numerous sub-games include coin-ops, darts and chequers.

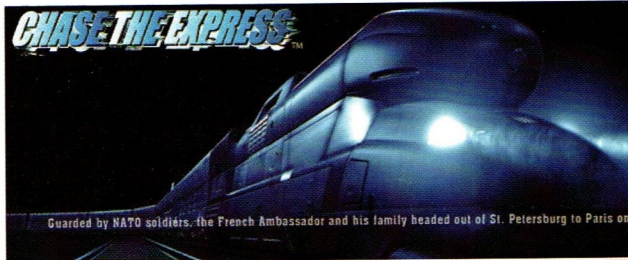
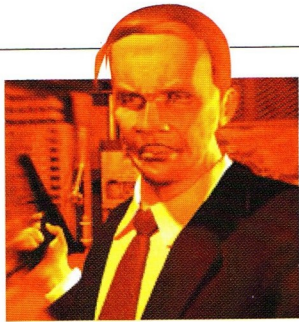
All titles subject to availability at participating stores only.

## topdogforgames

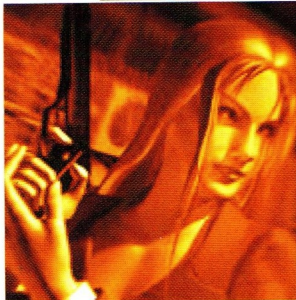
buy now from over 100 stores nationwide or [www.hmv.co.uk](http://www.hmv.co.uk) 24 hours or 0990 33 45 78







**Fed up** with a glut of sequels? Revolution Software aren't the only team bringing out all new titles on PlayStation. *Chase The Express*, from Sugar And Rockets sounds like an Agatha Christie novel, with a bundle of guns. Ka-boom...



**BIG TRAIN**

# CHASE THE EXPRESS

**SUGAR AND ROCKETS' NEW EUROPEAN ADVENTURE**

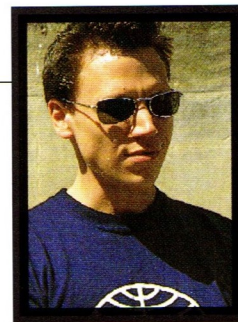
**A**lready well into development and set for a Japanese release this winter is *Chase The Express*. Seemingly springing out of nowhere Sony Japan developers Sugar And Rockets are beginning to leak details about what promises to be an intriguing game. Set on an express train that's hurtling across Europe, you join NATO martial artist Jack Morton in his bid to rescue the French Ambassador et famille, who've been captured by terrorists.

Joining Jack on his epic journey from St Petersburg to Paris, which takes in 30 cities and visits 12 countries along the way, are Christina Wayborn and Boris Zugoski, who help him out with the tasks

in hand. The gameplay's apparently a cross between *Metal Gear Solid* and *Resident Evil*, featuring murder, mystery and, no doubt, suspense.

A key feature of the game is the route divergence element, which you use to visit different cities and which should increase the lifespan of the game in terms of replays. There'll also be a search function so you can actually look for items and hidden power ups, rather than relying on your own, oft fallible, eagle eyes spotting a brief glint in the corner of a room.

As yet there's no confirmed release date for a PAL version, but given the subject surely it's only a matter of time. Please Mr Sony-san! ■



**LOADING**

Tony Mott is the editor of the world's most authoritative multi-format gaming magazine, *Edge*

## FUTURE PROOF

**PS2 HAS BELLS AND WHISTLES, BUT WHAT ABOUT THE GAMES?**

**N**ow, having read the reviews in this month's *PSM*, how many new PlayStation titles are you preparing to purchase? Hmm. Not so many as you had in mind before you cast your eyes over those chunks of expert opinion, I'll bet. You'd pored over the previews, admired the clever press ads, and maybe even viewed the rolling demos, but alas, it was not to be.

But amid the arrival of a new wave of lacklustre PlayStation games comes the announcement from Sony's Phil Harrison that around 250 PlayStation2 games are currently in development across the globe. Two-hundred-and-fifty. Isn't that an enormously exciting number?

Take a step back, though. Of the hundreds of PlayStation games already in existence, how many are actually worth owning? Less than a third would be a fair estimate. So, form dictates that only 80 or so of those 250 PS2 titles will be worth taking home. Suddenly Harrison's proclamations are put into sharp focus.

Effective quality control has never existed on any videogaming format. (Despite Nintendo's best efforts to convince consumers otherwise with their famed Seal Of Quality) But so long as EA are willing to pump £2 million into marketing the mediocre *Tomorrow Never Dies*, and there are punters sappy enough to buy in to the extensive TV advertising and hulking great lumps of point-of-sale merchandise that such expenditure affords, this does not matter a jot.

Sony's efforts to revolutionise the videogame industry rumble on unfettered. But backwards compatibility? DVD movie playback? Emotion in games? Those are the easy parts. No, only when Sony raises the bar for videogame quality across the board will they be doing something *really* special. [Agree? Disagree? We're split here at *PSM* so let us know your thoughts - Ed] ■

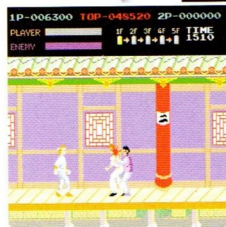
## RETRO LIMBO

**IS IT ARCADE HEAVEN OR COIN-OP HELL? WE DECIDE. THIS MONTH: KUNG FU MASTER**

### WHY I LOVE KUNG FU MASTER

Long before the arrival of *Double Dragon*, *Kung Fu Master* was by far the coolest beat 'em up to be seen with, and accounted for more of my pocket money than copies of the *Beano* and bags of cola bottles. The moves available to your character were obviously limited by today's infinite combo standards, but back in those days all you needed were a couple of decent punches and kicks – none of this fireball rubbish. The baddies came at you thick and fast and each of the five 'sons of the devil' offered a very different challenge as you made your way to the top of the temple to rescue your beloved Sylvia. Punches, kicks, ducking, jumping, knives, violently shaking the joystick to escape from bad guys who grabbed you – *Kung Fu Master* just kept on giving, and does so to this day. Love it.

Justin Calvert



### WHY I HATE KUNG FU MASTER

Why do I hate *Kung Fu Master*? Seven deadly reasons. (i) The lead character is called Thomas and must rescue Sylvia. Sounds more *Royle Family* than *Water Margin*. (ii) Thomas wears New Romantic slippers. Like a girl. (iii) Only two moves. As in punch. And kick. Which is very rubbish – especially when your evil opponents have got a full set of Kitchen Devils. (iv) Despite being designed by Irem, it's got all the graphical appeal of regurgitated sushi. (v) The sole method of escaping your pursuers is to move left and right very quickly. Trust me, this does not work in a real fight. (vi) Come to think of it, they look more like heels than slippers. Skull-O-Mania does not wear high heels. (vii) *Kung Fu Master*? *Karate Kid III*, more like. Hate it.

Mike Goldsmith

**Verdict: Kung Fu Master? Dung Chew Faster, more like. Let it burn**



## PREVIEWS

The ideal pressie for anyone who has finished *FFVIII*



SQUARE



SQUARE

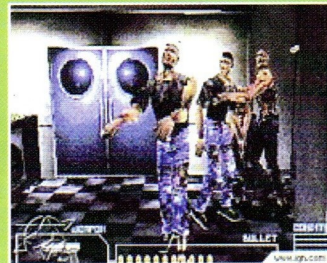
## VAGRANT STORY

(SQUARE / JANUARY 2000)

Square-san isn't too popular with Tokyo youth due to the delay of this epic RPG, but we should be prepared to wait for this Euro-styled adventure. Swapping cute kawai manga graphics for a darker tone, *Vagrant Story* is set in Lea Monde, once the richest city in the kingdom of Valendia. The victim of an earthquake, the city is now in ruins and has become home

to ghosts and spectres. It's also home to the evil Sydney Losstarot and it's this nefarious character who leads you, playing as Riskwalker government agent Ashley Riot, to enter the haunted city. Designed by Yasumi Matsuno (creator of *Final Fantasy Tactics*), it's a mass of spooky scenarios, puzzles, RPG-style customisation, scrapping and an almost gothic setting.

"Not much time left. Must... say..." "Zombie flesh auteur..."



## BIOHAZARD: GUN SURVIVOR

(CAPCOM / JANUARY 2000)

Given that it only made its debut at Tokyo Game Show, it has been a quick turnaround to get this *Resi-meets-Time-Crisis* gun blaster ready, but ready it (nearly) is. Unlike *Time Crisis*, in *Gun Survivor* you actually control your character's movements with the G-Con [See *Undercover* for news of the perfect controller from ASCII - Peripherals Ed]. Point your gun away from the screen and a squeeze of the trigger sets you moving forward, with the side barrel buttons

moving you left and right. Plot-wise, it's the story of an unnamed young man who has lost his memory after a plane crash. To retrieve those lost memories and survive zombie attacks, our Mr X grabs a gun and fights for his life. Other characters are a cynical old man called Andy and Lot, a young boy who has been brain-washed by Umbrella, but knows something about our mystery man. Ninja X has played this one and despite problems with moving around tight corridors, it could be a monster hit.

36 ON 136 OE  
プレイステーション

## ORIENT EXPRESS

LOOK NO LANDS!

## REACH FOR THE SKY

IDEA FACTORY SHOW OFF SKY SURFER

**D**espite even more shots of *Tekken Tag* and *Ridge V* appearing (and very nice they are too), PlayStation2 otaku are shooting admiring glances towards Idea Factory's PS2 launch title *Sky Surfer*, a snowboarding-meets-skydiving title. With the Tokyo publishers' track record (they're responsible for *Spectral Force*), it's no wonder *Sky Surfer* is looking the bomb. The idea is to hurl yourself out of a plane, strapped to a snowboard-like plank. You must then pull various combos/tricks to get high scores (following the on-screen prompts a la *Bust A Groove*) before ending in a cool landing pose – after opening your chute in time, that is...

At the moment, there are three characters (Onodera Kyouya, Kawara Keiko and Harvey Hamilton) on offer, each with their own special moves and tricks, plus such different modes as Sky Surfing and Diving Mode, each sending you spiralling through the heavens. A Practice Mode is also on offer, with a giant wind tunnel-style fan keeping you aloft as you run through your airborne repertoire.

Could Acclaim's *TrickStyle* (the sequel of which is also headed towards PS2) have a rival? Not sure yet but Idea Factory aren't putting all their PS2 eggs in one polygonal basket. While not confirmed for launch, the developers are also beavering away on two other PS2 games – one is a racing sim while the other is a sci-fi action/RPG which on-line sources say, "closely resembles *The Matrix*", itself also heading to PlayStation2 (see page 12). Idea Factory? Apt name that... ■

(Main) Your super-fly guy makes the hang-glider look sane (Bottom left) The fan-powered practice mode in action (Bottom centre) Kyouya-san starts to rue his sponsored suicide attempt





## NEW RELEASES

### COUNTDOWN VAMPIRE

(BANDAI)

With Tokyo's obsession with all things icky, Bandai have a guaranteed hit on their hands with this double-CD goreathon. The hero is a security guard who must single-handedly fight the hordes of mutated nasties who've overrun a Las Vegas casino. Your job is to fry vampires, solve *Resi*-style mysteries and return the zombies to their human state. Add on some bizarre touches (eg your choice of blood type affects your abilities) and *Countdown Vampire* looks set to take Akihabara by storm. ■

Everyday locations turn into phobic hotspots thanks to a bit of vampirism



### DRAGON VALOUR

(NAMCO)

A sequel to the much-loved *Dragon Buster* (available on Namco Museum Vol 2), *Dragon Valour* stars hero Clovis, who's hunting down the dragon who offed his sister. Simple slash 'n' sorcery stuff but *Dragon Valour* differs from Square-style RPGs in that you must marry and make little Clovises to continue through the stages. Who you choose to marry determines how your child turns out, as he/she must then carry on the battling lineage into the next level/battle etc until the dragons have all been slayed. ■

Dragon Valour's blend of dynamic derring-do will torch UK shelves next



### STREET FIGHTER EX2 PLUS

(CAPCOM/ARIKA)

Yes! While all eyes were on the PS2-bound *EX3*, Capcom deliver another slice of genius with 3D beat 'em up *Street Fighter EX2 Plus*. New features added to this successful arcade port include over 20 playable characters, hidden guest-stars from *Street Fighter Alpha Zero*, the ace Training Mode from *SF EX*, plus a too-cool Director Mode, where you can customise backgrounds and camera angles and then save up to 25 seconds of replays on to Memory Card for you to shove down your fellow otaku's throat. Hai! ■

Hit him. Hit his stupid, gurning multi-coloured face. Then vomit lava on it



#### TOP 5 - SALES



1 Chrono Trigger (Square)

- 2 Saiyugi (Koei)
- 3 Arc The Lad III (SCE)
- 4 World Soccer Jikkyou Winning Eleven 4 (Konami)
- 5 Fever Sankyo Pachinko Sim (Int'l Card System)

#### TOP 5 - EAGERLY AWAITED



1 Dragon Quest VII (Enix)

- 2 Gran Turismo 2 (SCEI)
- 3 Chrono Cross (Square)
- 4 Tokimeki Memorial 2 (Konami)
- 5 Valkyrie Profile (Enix)

#### TOP 5 - READERS' FAVOURITES



1 Final Fantasy VIII (Square)

- 2 SaGa Frontier 2 (Square)
- 3 To Heart (Aquaplus)
- 4 Monster Farm 2 (Tecmo)
- 5 Chrono Trigger (Square)



# LOADING

New mystery games agent Ninja X stalks the streets of Tokyo hungry for polygons...

## OTAKU YOUTH

### THE FUTURE IS HAND-HELD...

No surprise that Tokyo is ablaze with yet more news of PlayStation2. Not a millisecond goes by without a fresh whisper about the design (it's allegedly based on Atari's 1993 Falcon console), the games (a PlayStation2 *PaRappa* isn't planned) and even stock details (one million consoles will be available on launch day). All fine and dandy, but there's another Sony snippet that we shouldn't ignore.

Sony have recently inked a deal with Palm Computing to create a handheld platform that will support Sony's Memory Stick A/V storage device and won't just be another Palm personal organiser. On top of that, despite having shifted five million PocketStations in Japan, there are still no plans for a European release or a PS2 version.

So where does that leave us? With the coolest Game Boy ever? With a personal organiser that could play a mean game of *Tekken Tag*? With a diddy machine that, using the memory-stuffed Memory Stick, could download, store and even swap audio/visual data from both Sony's on-line network and the PS2 hard drive? It's all possible and even if only half the above works out, the clouds are clearing for the possibility of a Sony handheld console that'll see the opposition off faster than a one-inch punch to the goolies. ■

## AKIHABARA WATCH

NINJA X STALKS THE ALLEYWAYS OF TOKYO'S TECH DISTRICT AND DOWNLOADS THE LATEST TRUTHS AND LIES FOR PSM-SAN...

• Taito's *Dencha De* simulation series is all set to get two new offshoots – *Jet De Go: Let's Go By Airliner* (developed in association with Japan Airlines) and *Car De Go* – an innovative steam train simulator. A special jet controller is also expected...

• Roman candles are set to light up the Tokyo skies for the March release of PlayStation2 launch title *Fantavision*. What has previously remained a mystery to the Japanese gaming press, has now been confirmed as a "fireworks-and-puzzle game". Thanks for that...

• Konami's relocation of RPG Reissued from Dreamcast to PlayStation2 is on the way. Although you play as a female warrior, the game revolves around three characters, allowing different perspectives during the adventure. Konami also plan the following for PS2: *Jikkyou World Soccer 2000*, *Drum Mania*, *Gradius III & IV Resurrection*, *Jikkyou Powerful Pro Baseball 2000*, and *Mahjong Yarozze 2...*

• Interviewed in next month's *PSM*, *Final Fantasy IX* designer Yoshitaka Amano has revealed the next *FF* title will be set in the Middle Ages, still revolve around sword and magic and be presented in full 3D. A release date? The latest whispers indicate it could be as early as next June. The queues are beginning to form even now...

• With *Popolocrois III* heading to PlayStation2, the real sequel to the much-admired RPG is due for release next February. The title of this three-CD epic? *Popolocrois II*, stupid...

• Hot-ish on the heels of *Resi 3* comes yet more survival horror with Taito's *Chaos Break*, a horror-up sequel of sorts to their 3D arcade beat 'em up, *Episode From Chaos Heat*...

• Also out now are Sony's music title *Vid Ribbon*, Victor's manga-horror *Vampire Hunter D*, the good-looking *Parasite Eve 2*, Namco's *Nai Nai Detective*, ASCII's tank fighter *Panzer Front*, Derby Stallion offshoot *Chocobo Stallion*, SCE's *Xi Jumbo* (Devil Dice 2 in the UK, hopefully), Techno Soft's mind-boggling *Noorude*, Sunsoft's *Super Pachinko* 2, Tomy's *Steam Train Simulation 2* and, last but not least, Konami's *Muscular Fist Vol One: I'm The Strongest Man...*





**Victorian Britain** might never be the same again. *MediEvil 2* sees the capital's swamped by an army of the undead...

MEDIEVIL 2 FOR APRIL 2000

## I AM THE RESURRECTION

SIR DANIEL FORTESQUE TO THE RESCUE

**D**an Fortesque's back in an all-new adventure that continues on from where the hugely popular *MediEvil* left off. Kind of... After the defeat of the evil sorcerer Lord Zarok, the once resurrected Sir Dan no doubt peacefully passed away. Again. But not for long.

In the plot of the new game set in London Town in the year 1888, Lord Palethorn, Victorian-era arch-criminal discovers some loose pages from Zarok's spell book and casts the Spell Of Eternal. Luckily for the world such spellcasting doesn't come without its side effects. Enter the reanimated Sir Dan and cue another epic battle of Good versus Evil, as both sides seek out the lost pages of Zarok's tome.

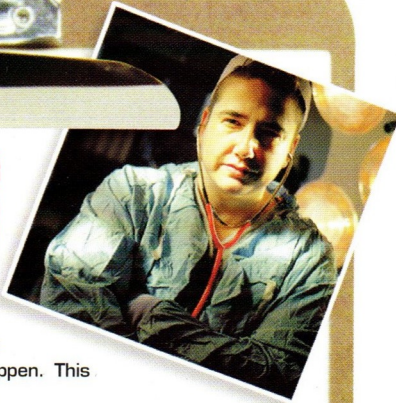
*MediEvil 2* begins with Sir Dan as a museum exhibit, no doubt a little bit put out by another disturbed death and subsequently faced with the task of tackling a full 17 free-roaming levels. Needless to say, there are plenty of strange monsters planned for Sir Dan to do battle with – zombies, fat bearded ladies, sneaky imps and the like.

Developed by Sony's Cambridge Studio, the levels in the new game are much larger than its predecessor, with puzzle solving being an integral part of the game. Simon Gardner who heads up the Cambridge team reckons, "We've managed to achieve a level of detail, graphical richness, and a depth of gameplay that few games can match." By the look of these new shots, he might have a point.

Our hero, in his many new guises – including Dan-kenstein (geddit?) – also gets to use an arsenal of new weapons, from the traditional broadsword to the modern and up-to-the-minute-for-1888 Gatling gun, which will no doubt ensure maximum damage to any enemies that get in his way (as well as being a pile of fun with a Dual Shock rattling away). Expect a release for *MediEvil 2* in April 2000. ■

## NURSE PAIN'S OPERATING THEATRE OF BLOOD

Each month Nurse Pain looks at the PlayStation's most violent games and diagnoses the physical damage that would result if such an accident were really to happen. This month *Medal Of Honour*, where nothing is accidental...



## MEDAL OF HONOUR

### Diagnosis

Non-fatal shots are likely to leave the soldier immobile and they may bleed to death from internal injuries, the shutting down of major organs and severed arteries. Bullet wounds to the lower extremity (ie shots to the abdomen, groin area and knee joints) would be incredibly painful. Leg injuries could cause fracture, paralysis, nerve damage, irreversible muscle damage and infection leading to, in many cases, amputation.

### Prognosis

In war-time situations even when casualties are treatable, they are often inaccessible. It is highly unlikely that those left over night would survive. Blood loss is likely to send them into shock. Shots to the thoracic (chest) would result in instant cardiac arrest, massive pulmonary collapse (complete collapse of lung or lungs due to chest injury), these would cause death within a matter of seconds. Shots to the head, would first shatter the skull, causing haemorrhaging, massive damage to the brain, complete shutdown of blood supply from heart to brain, oxygen starvation and ultimately death. ■

*In real life, Nurse Pain is Mandy Miles, Senior Operating Department Practitioner at Charing Cross Hospital, London*



## SCOOP! EXCLUSIVE SNEERS... CURIOUS WHISPERS... GOSSIPING FACTOIDS

The serial motion-capturers at E! AI Sports! have announced an update for definitely-not-the-same-as-the-last-one-oh-no footy sim *FIFA 2000*. *FIFA 2000: Big Club Edition* will feature all the teams taking part in FIFA's highly significant new tournament. Including Corinthians. And that one from Portugal that begins with a 'P'. The game engine will be "a bit similar" – APART from a new option to customise the ref's bald spot... Crazy 'soccer' theme this month!!!! Here's a fresh-from-the-oven cheat for *This Is Football*. Press ↑, ⊗, ↓, ⊗, ⊗ on the title screen for a new player –

overweight, football-crazy British treasury spokesman David Willand!!!!... *PSM's spy* at Capcom USA has floated a most delicious scoop-te-do! *Fight Club: The Game*, anyone? At last, small children with older brothers will be able to enjoy the wanton, quasi-fascistic brutality of Mr David Fincher's fine fist 'em up. It's a tantalising blend of doomy metropolis-based adventuring and 'No shirts or shoes'-style one-on-one knuckle-splintering arcade action. Here's the twist – all the special fight moves are hidden and uniquely random in each copy. You formulate your own



**FIFA 2000: Hidden treasury**

moves. Your character IS YOUR OWN. Freedom NOW! VIVA ZAPATA! Out next March... ■

**King Mr Scoop!**





AT 10 MPH IT'S A PIECE OF GRAVEL  
AT 180 MPH IT'S A PIECE OF SHRAPNEL

IN FORMULA 1  
DEBRIS ON THE TRACK IS ONE  
OF THE MAIN CAUSES OF  
CONTROL LOSS...

A DETAIL NOT LOST IN ...

# F1 WORLD GRAND PRIX

DRIVEN BY DETAIL



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and on you go

VITAMINS A-B<sub>1</sub>&6-C  
ENRICHED BEVERAGE

**Sunny  
Delight**  
reach for the sun



## THE HOT SEAT GORDON STRACHAN

**G**ordon Strachan speaks extremely bluntly, "Mental strength. That's a big thing in football. I know people with real intelligence, but very little mental strength. It's all about how you compete when your team's 2-0 down."

The Coventry City manager knows as much as anyone else in football about grit and determination. His team is one of those that perennially float around the bottom of the Premiership, scraping through to the next season at the last gasp. Unsurprisingly then, he has been drafted on to the consultancy team for Anco's *Player Manager 2000*, the developer no doubt figuring that any manager that keeps Coventry up season after season must know a thing or two about how to run a football team.

"Pace and energy are how you play the big sides," Strachan tells PSM. "There's no point in playing someone like Liverpool at the short passing game, because they're too good at it. They've been practising it for 30 years, they've got good players worth £8 million and a fantastic surface."

Strachan's management career kicked off after a long climb up the playing ladder, including spells at Aberdeen and, famously, at Manchester United, during which time he started thinking about what constitutes a good manager.

"The first thing you need is the respect of the players. If you don't get that then you're wasting your time," he says. "I think players also like the manager to own up to their own mistakes. I remember one night over at Chelsea, where I tried to be too smart and we got beaten 3-1. I went up to the players afterwards and said, 'It was nothing

to do with you, it was all my fault,' and walked out the door. They were fine about that..."

Coventry, in line with many of the smaller Premiership teams, rely on an astute youth policy. The ability to build up a strong, young team, sell them off to make a few quid, then bring next year's alumni through into the first team is essential in the modern game.

"We played a match the other day where we had a 20 year old and a 19 year old on the pitch and two 17 year olds on the bench," says Strachan. "So we're saying, if you bring your kids to this club, we'll give them a chance."

It's also important for a manager to set up the right relationship with the youth team from the beginning.

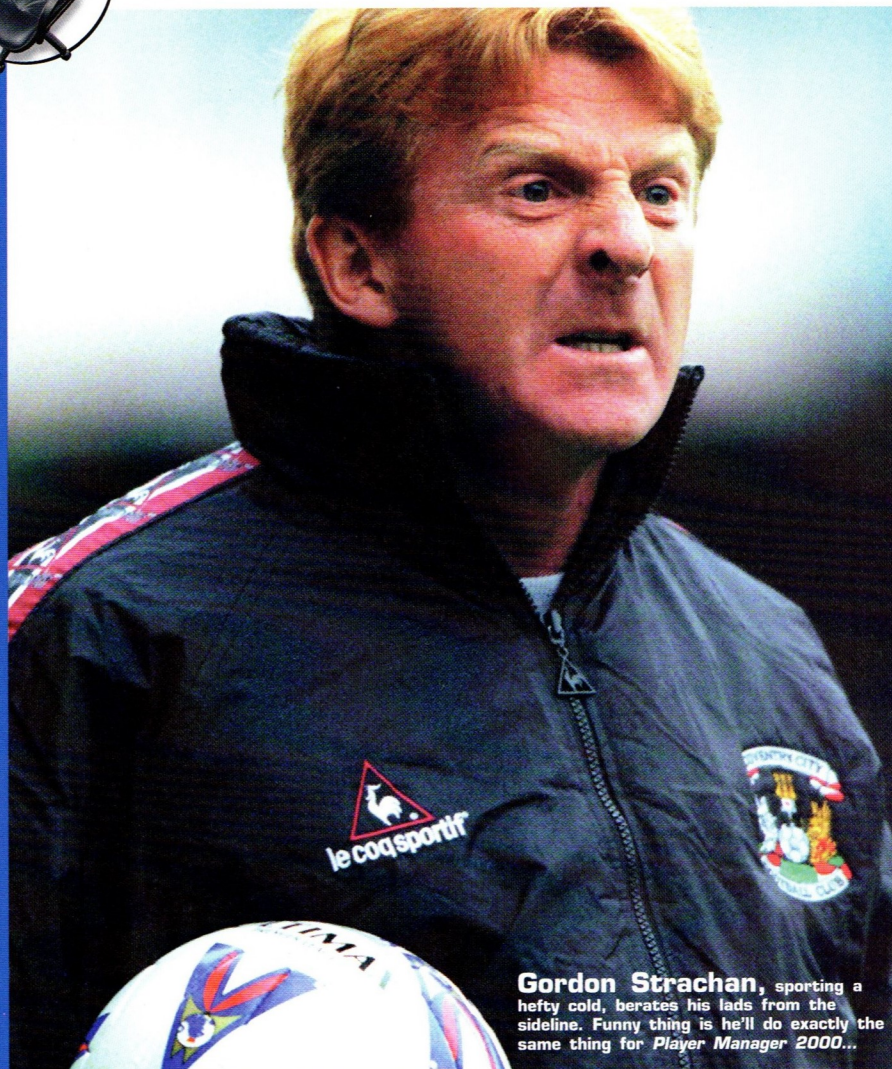
"I can be like a father to them, but I can be brutal when it comes to football. They all know me and they accept the fact that I'm doing it for the good of the team and there's a loyalty, a bond you get from that. Alex Ferguson was the same at Aberdeen when I was there. We were the youngest side in Europe and we could beat anybody, because we understood what he wanted."

Ironically it's European players these days that greatly influence the way young home-grown talent play the game.

"Years ago people went over there, like Ray Wilkins, and came back with some good habits. Sure, you can talk about new influences, but football's basically all about hard work, running, collapsing, throwing up and then getting up and running again. It's a good test of character. You know, you just run from the heart sometimes."

And long may Coventry City keep running... ■

>>>Player Manager 2000 is due for release in March 2000>>>



**Gordon Strachan**, sporting a hefty cold, berates his lads from the sideline. Funny thing is he'll do exactly the same thing for *Player Manager 2000*...



MILLE MIGLIA

## ONE MORE FOR THE ROAD

SCI PICK UP EXCLUSIVE ITALIAN RACING LICENCE

**P**ublishers of *Carmageddon*, Sci are revving their engines having picked up the licence for Italy's Mille Miglia, or 1,000 mile race. They're working on a game that'll enable you to participate in stages of the classic race.

Players can recreate classic races in legendary cars. Check out the Bugatti 43,

Aston Martin Ulster and Ferrari 340 America. Hot wheels, indeed. The Mille Miglia's also infamous as the race in which some of the world's most famous drivers laid down their gloves and challenged each other, including Fangio and Stirling Moss. The game's due for release in the middle of next year. ■



Chitty Chitty Bang Bang? No. Top spec racing machines from history power round Italy



## SCREEN TEST

DR HOLLYWOOD IS KNOCKING.  
SOMEONE LET THE MAN IN, PLEASE

### 3. Dino Crisis

"An experiment to save the future  
unleashes the horrors of the past"  
Directed by: David Fincher

#### THE PLOT:

Brilliant renegade test-tube jockey Kirk has his research into a new form of clean energy thwarted by the government. He fakes his own death and sets up a private facility on a remote island. A team of three special and elite agents parachute into the island. Their mission: find Dr Kirk, discover the nature of his experiments and bring him back alive. Slight problem: Ibis Island appears to be inhabited by homicidal dinosaurs. Might the monsters be some kind of terrible by-product of Kirk's fiendish tinkering? Could be...

#### THE PITCH:

It's *Jurassic Park* for grown-ups

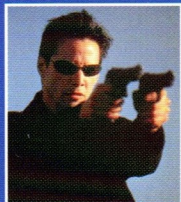
#### GREEN LIGHT OR DEVELOPMENT HELL?

There's maybe a whiff of Development Hell about this one, despite the players. After *Se7en* and *Fight Club*, Fincher would be perfect to transform the straight-to-video feel into something sleazy and stylish. Sorvino has proved she can mix up sussed and sassy, and beefy bass-player Keanu more or less squashed the can-he-act? rumours with *The Matrix*. Jackson would be ace as wisecracking hacker Rick and Norton should definitely be given the chance to crank up his precociousness with a bit of a post-millennial Colonel Kurtz. We say: keep it claustrophobic. Stick to the one location – dark, doomy, plenty of panic-button moments. AND DON'T SHOW THE MONSTERS UNTIL HALF-WAY THROUGH. And keep the puzzles. Get the audience involved (remember *Die Hard With A Vengeance*?). Oh, and keep the line: "This isn't a joke! We were just attacked by a big-ass lizard!" **Andy Lowe** ■



Face to face with a jurassic peril. Ooh, smell the tension...

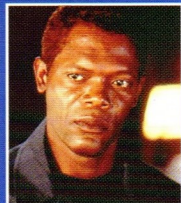
#### THE CAST



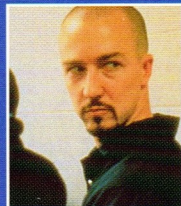
▲ Team Leader Gail – Keanu Reeves



▲ Weapons specialist Regina – Mira Sorvino



▲ Electronics and computer specialist Rick – Samuel L Jackson



▲ Young, but mad, scientist Dr Kirk – Edward Norton



▲ Homicidal dinosaurs – Godzilla and, um, Godzooky. Of course

GOAAAAAAL!

## GOLDEN GOALS

HAVE YOUR SCREAMERS JUDGED BY GEORGE BEST

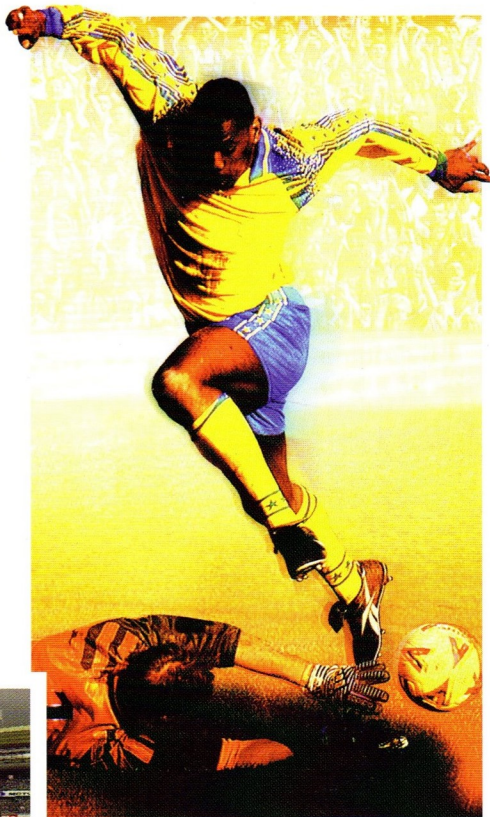
**W**elcome to the *PSM Goal Of The Issue* competition brought to you in conjunction with SCEE and *This Is Football*.

If you've got a copy of the ace *This Is Football*, you'll have noticed you can save replays of your best goals on to a Memory Card. What we want you to do is just that – send us your best ever goal! We'll whittle the candidates down to the best ten and then put these in front of a celebrity panel of footballing experts including soccer legend George Best, 5 Live's Clive Tyldesley, plus a host of other top Premiership players and managers to be announced.

The top three goals will then be immortalised on disc and feature on the demo CD. The winner will also be presented with the *PSM* 'Golden Goal' trophy plus for the winner and a lucky mate, two season tickets to the ground of their choice. Add on oodles of runners-up prizes and this is a winner!

Send your screamers to: Goal Of The Issue, *PSM*, Future Publishing, 30 Monmouth St, Bath BA1 2BW. ■

Compo rules: No purchase necessary. The editor's decision is final. All correspondence will be ruled off-side. Multiple entries will be kicked into touch. Employees of Future Publishing or SCEE are cup-tied and there is no cash alternative. Closing date is 15/02/2000. All usual competition rules apply. Please enclose an SAE to ensure safe return of your Memory Card once the compo has finished. Good luck!



Get your face and footie skill recognised by George Best and thousands of *PSM* readers, and win a couple of season tickets and more!

## REALITY BYTES

GEOFF MCGOUGH WRITES FROM 'THE ROAD'

As a travelling salesman, life on the road can be pretty dull. I've seen more Travel Lodges than Alan Partridge. Long and lonely nights, with nothing but the hum of heavy traffic to keep me company. There's only so much TV you can watch and only so many times you can sell yourself a home cleaning stem in the mirror.

After 12 months on my lonesome, imagine my joy when I entered my room and besides the TV was a PlayStation joypad. I bounded across the bed and dialled 0 for reception. The lady informed me that for a small fee I'd be able to choose from the games available. I was so happy. *Tekken 3*, *Gran Turismo*, all mine for the night.

Life on the road ain't half as bad as it used to be. Some people might wonder at someone who lives a life on the open road, but when it means five hours of gameplay a night, with no-one to nag me I ain't complaining no more. ■

Geoff wins a *Tekken 3* boxset for his troubles

Had any weird PlayStation experiences? Send 'em in (enclosing a passport pic of yourself) and win a prize!



Reality Bytes  
**PSM**  
Future Publishing  
30 Monmouth Street  
Bath  
BA1 2BW



# IT SHOULD BE A GAME

EVER BEEN STRUCK BY A GENIUS IDEA FOR A GAME? TELL US ABOUT IT, WE WANT TO KNOW

SEVEN BRIDES FOR SEVEN BROTHERS / LAURA FORD

## • The Concept

You pick one brother at the beginning and a girl for him to court... So begins this epic game which attempts to cram all the excitement of the 1954 musical on to your PlayStation. Your mission is to earn yourself a bride by cavorting, courting, canoodling and generally proving your love. Along the way Millie will supervise tests and grade your progress while Adam is ever-keen to send you off on a plan that's more than likely to backfire. Complete a level and you'll be rewarded with a movie clip. Complete the game and you get to marry your bride.

## • The Pitch

It's like *Bust A Groove* meets *Dance Dance Revolution* with a smidgen of *Wu-Tang* thrown in. Market it in a bundle boasting a

straw-surfaced mat with dance steps on it and an inflatable axe with a motion sensor for all those frenzied wood-chopping sections. Should appeal to both the nice-cup-of-cocoa and the pub crowd with its all-singing, all-dancing action. Expect a Game Over screen featuring Howard Keel's unfeasibly white gnashers.

## • The Verdict

*Seven Brides* has enormous cross-over appeal. It's likely to foster a cult following among the capital's kitscher clubbers while simultaneously earning its corn in nursing homes. While the songs should keep you amused, the opportunity to barn dance the night away will surely keep players hooked. A multiplayer option could even turn it into the videogame equivalent of *Twister*. [Everyone, see me - Ed]

## FROM THIS... TO THIS!

Would you like to see your game ideas bought to life? Send your pitch PLUS original artwork to the usual address and you could win a framed copy of PSM's version of your design.



## RACING UP A STORM

# MULTIPLE PILE UP

## INFOGRADES GRAB MORE TITLES FOR THEIR GARAGE

Last summer saw Gremlin taken over by Infogrames, a move that resulted in *Rallymasters* being wheeled into the pits while *V-Rally 2* ruled the road. *Rallymasters* is now back on course and set for release in March. 70-odd cars, 50-plus tracks and stiff competition from *Colin McRae 2*.

Infogrames also recently acquired GT Interactive giving them the rights to the legendary *Driver* series. Tanner and Co are set for a sequel this June/July, and there has also been confirmation that *Driver 3* on PlayStation2 is already being developed by the Reflections team. Infogrames have certainly created the brake horsepower to cope with some stiff competition in the driving market.



**Shots** of the mighty *Rallymasters* from Infogrames, the new masters of driving sims



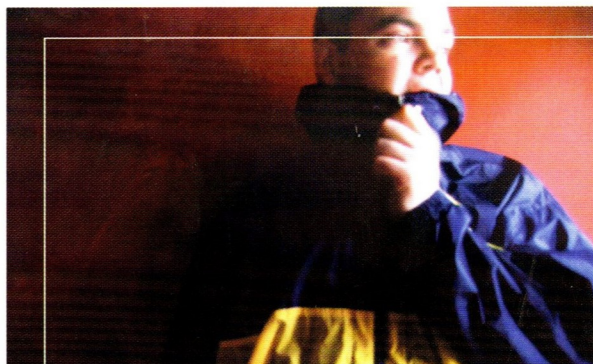
# PSM CHARTS

WHAT'S HOT AND WHAT'S NOT IN THE WORLD OF PLAYSTATION

## GAME

PSM IN ASSOCIATION WITH GAME BRING YOU THIS MONTH'S TOP 40 BEST-SELLING GAMES

1	NE	TOMB RAIDER: THE LAST REVELATION	.....EIDOS
2	2	FIFA 2000	.....ELECTRONIC ARTS
3	4	DINO CRISIS	.....VIRGIN
4	1	FINAL FANTASY VIII	.....SCEE
5	NE	TOMORROW NEVER DIES	.....ELECTRONIC ARTS
6	NE	CRASH TEAM RACING	.....SCEE
7	NE	MUSIC 2000	.....CODEMASTERS
8	13	RAINBOW SIX	.....TAKE 2
9	NE	MEDAL OF HONOUR	.....ELECTRONIC ARTS
10	NE	WCW MAYHEM	.....ELECTRONIC ARTS
11	8	GRAND THEFT AUTO 2	.....TAKE 2
12	NE	WORMS ARMAGEDDON	.....HASBRO
13	12	DRIVER	.....GT INTERACTIVE
14	7	STAR WARS: THE PHANTOM MENACE	.....ACTIVISION
15	17	WWF ATTITUDE	.....ACCLAIM
16	11	LMA MANAGER	.....CODEMASTERS
17	14	CHAMPIONSHIP MOTOCROSS	.....THQ
18	15	TONY HAWK'S SKATEBOARDING	.....ACTIVISION
19	5	MISSION: IMPOSSIBLE	.....INFOGRAMES
20	NE	ACTION MAN	.....HASBRO
21	21	TARZAN	.....SCEE
22	NE	SYPRO 2: GATEWAY TO GLIMMER (LTD EDITION)	.....SCEE
23	10	WU TANG: TASTE THE PAIN	.....ACTIVISION
24	18	QUAKE II	.....ACTIVISION
25	19	SOUTH PARK	.....ACCLAIM
26	35	CROC 2	.....ELECTRONIC ARTS
27	36	RUGRATS	.....THQ
28	NE	FA PREMIER LEAGUE 2000	.....ELECTRONIC ARTS
29	NE	SPYRO 2: GATEWAY TO GLIMMER	.....SCEE
30	NE	REEL FISHING	.....CRAVE
31	22	LOK: SOUL REAVER	.....EIDOS
32	RE	BUGS BUNNY: LOST IN TIME	.....INFOGRAMES
33	NE	UEFA STRIKER	.....INFOGRAMES
34	RE	POINT BLANK 2	.....SCEE
35	RE	BRIAN LARA CRICKET	.....CODEMASTERS
36	RE	V-RALLY 2	.....INFOGRAMES
37	NE	PONG	.....HASBRO
38	RE	METAL GEAR SOLID	.....KONAMI
39	31	THE X-FILES	.....SCEE
40	RE	RAT ATTACK	.....MINDSCAPE



## WHAT THE CELEBS ARE PLAYING

Damien 'Midfield General' Harris, bossman at Skint Records

1. **FIFA 2000** .....The beautifuller game
2. **TONY HAWK'S SKATEBOARDING** .....Most radical, sir
3. **TIGER WOODS '99** .....And NOT Cyber Tiger!
4. **SOUL BLADE** .....Broken swords
5. **COLIN MCRAE RALLY** .....Left, left, right, left...



## WHAT WE'RE PLAYING

Games editor Justin Calvert, the third Schwartz brother...

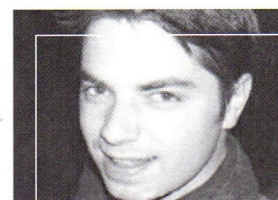
1. **THIS IS FOOTBALL**
2. **THRASHER: SKATE & DESTROY**
3. **APE ESCAPE**
4. **GTA 2**
5. **TEKKEN 3**



## WHAT THEY'RE PLAYING

Interview star, Charles Cecil of Revolution Software

1. **SILENT HILL**
2. **RESIDENT EVIL 2**
3. **DRIVER**
4. **BROKEN SWORD II**
5. **BROKEN SWORD**



## WHAT YOU'RE PLAYING

Mark Pirrie, Ipswich Town's number one fan

1. **LMA MANAGER**
2. **METAL GEAR SOLID**
3. **TOMB RAIDER**
4. **RESIDENT EVIL 2**
5. **GRAN TURISMO**

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WRITTEN BY STEPHEN WARBECK DIRECTED BY KARYN RACHTMAN COSTUME DESIGNER MARILYN VANCE EXECUTIVE PRODUCERS STEVEN GILDER EDITOR CONRAD BUFF A.C.E. PRODUCTION DESIGNER KIRK M. PETRUCELLI DIRECTOR OF PHOTOGRAPHY STEPHEN H. BOBWIN A.S.C. EXECUTIVE PRODUCER ROBERT ENGELMAN  
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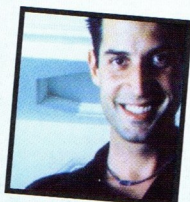
# BLUEPRINT

PSM PEEKS AT THE DRAWING BOARDS OF THE PLANET'S TOP DEVELOPERS TO BRING YOU NEXT YEAR'S GAMES FIRST

JAN 2000

## INSIGHT

President of Shiny, Dave Perry, talks PlayStation2 and beyond...



**What plans do you have for Shiny Entertainment for the year 2000?**

To get some sleep and to ship our first multiplayer game, *Sacrifice* ([www.sacrifice.net](http://www.sacrifice.net)).

**It seems the way to make a real impact on PlayStation2 is not just to continue a brand a la Tekken or Tomb Raider, but to create an original game concept. What are your plans?**

Brands are great to make money (that's why so many people go that way), but to really push a platform forward we all need to keep coming up with cool new stuff. It's risky and it's expensive, so the safe money is on just regurgitating old stuff. Luckily there are plenty of great innovative developers out there that challenge us daily and keep us on our toes. As far as a business goes, we generate intellectual rights and then license them – *MDK2* by Bioware, *Earthworm Jim 3* by VIS Interactive. That leaves us free to take the risk on new stuff!

**You're one of the few developers to actually be a 'name'. Can you ever see the much-vaunted days where developers are the stars alongside their gaming creations?**

I think that developers will become more famous, just like the authors of books and writers of movies. I don't ever see them becoming celebrities like classic Hollywood stars or TV personalities. Someday I expect to see the best developers have fans who follow their work. The problem with this theory is that many large publishers and some developers do not promote their staff – they're afraid that they'll be poached by their rivals. That limits the potential for stars to be developed by companies. At Shiny I push my staff any chance I get. If you look at [www.messiah.com](http://www.messiah.com) you will see that both the staff and game are the focus of the site. My staff also get the chance to speak every year at the Game Developer's Conferences.

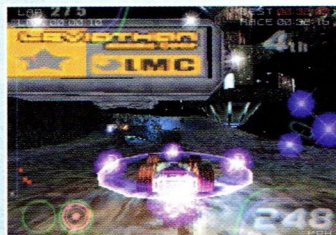
**Stealth, increased AI, Emotion Engines... What's the next big trend for videogames as we head into the new millennium?**

The next big thing is freedom. That means you do what YOU want when YOU want to do it. This will prevent games becoming boring because you won't just be plodding along through a predetermined, linear story. It should be fun to just be in the game world. Freedom will create a whole new chapter in videogame development. *Messiah* just touches on the potential it creates and, as we found out the hard way, it increases our work tenfold. That said, when we have true freedom in all games, it will be a giant leap forwards for all games.

Mike Goldsmith



Planet Of The Apes



Rollcage Stage II



Theme Park World



Cool Boarders 4

## CONTENTS...

### Cool Boarders 4 ..... 34

Time to don your luminous romper suit and hilarious woolly hat, *Cool Boarders* is back! Again. PSM takes to the slopes and investigates

### Rollcage Stage II ..... 36

The sequel to what must surely be the most frighteningly-quick racer of all time. We get turned upside down and inside out talking to David Perryman

### Theme Park World ..... 38

Build your own funfair, design your own rides, try them out and then hire someone to clean up the mess afterwards. That'll be the sequel to *Theme Park* then

### Round Up ..... 40

PlayStation developers let you, and only you, take a sneaky peek at the games they have planned for the new millennium



NAME:

# COOL BOARDERS 4

NOTE:

MORE COURSES,  
MORE RIDERS,  
MORE FEATURES...  
MORE *COOL*  
*BOARDERS* IT IS  
THEN

## PRODUCT SPECIFICATION

STYLE:	Snowboarding game
PUBLISHER:	SCEE
DEVELOPER:	Idol Minds LLC
RELEASE DATE:	February 2000

FRANCHISE HISTORY:

COOL BOARDERS:



COOL BOARDERS 2:



COOL BOARDERS 3:



COMPLETE: 80%

QUOTE:

"Spectacular tricks are now a lot easier to pull off..."



A fundamental part of snowboarding games is deciding the colour of your shell suit. No fear, it's all here. Mustard yellow anyone...?

An added nuance to *CB4* is the ability to edit your own racers stats which opens up the game



## SNOW BORED?

Since the success of *Cool Boarders 1*, 2 and indeed 3, many other developers have tried to get in on the action – some good (hello *X Games*), some bad (and hello *Big Air*). But the *Cool Boarders* series remains the most successful to date, with *Cool Boarders 3* outselling its nearest rival in the US by some 500,000 units. But is the genre in danger of becoming

overcrowded? Quite possibly, but the more pressing problem is one familiar to footy fans – licenses. As companies scrap for all manner of official (ie unimportant) licences and clothing endorsements, gameplay gets left behind in the snowdrifts. Up until now, *Cool Boarders* hasn't fallen prey to this trap but alarmingly, this latest installment is showing

early symptoms of license-itis. Although the gameplay has remained intact, a worryingly large portion of the official press release was given to listing the riders and board manufacturers that appear. Given the arcade-style gameplay of *CB4*, why would you even want to race as 'Noah Salasnek' (who?) when you have the option to design your own rider? Duh.



Race Mode takes on a new significance, with the AI of the competitors vamped up to the point where they seem human. Well, almost...

Nowadays snowboarding games are almost as common as those based on other, more traditional, sports. The game responsible for getting the snowball rolling was *Cool Boarders*, released back in 1997 by SCEE. Almost three years later the game is about to spawn its third sequel and Chris Cutliff, senior producer at Idol Minds, claims that *Cool Boarders 4* takes the *Cool Boarders* series to the next level. How does it do that then?

"We've added lots of new features, improved existing features and delivered a solid mix of realistic and arcade-style gameplay," explains Chris, who then goes on to talk about the professional snowboarders and board manufacturers who have been licensed for the game. Unconvinced that the addition of 16 pro riders and 34 real boards will greatly enhance the arcade-style gameplay, *PSM* took to the slopes with an early version of the game – after making use of the new customised rider and board options of course.

There are plenty of modes of play, including the usual mixture of racing and trick-pulling events. The Trickmaster event gives you a chance to familiarise yourself with the new trick controls, which are arguably the most noticeable difference between this and *Cool Boarders 3*. Charging up spins and flips is no longer necessary, the whole process being replaced by a simple shoulder button press once your boarder is in the air. This certainly makes spectacular tricks a lot easier to pull off.

Don't worry, there are still plenty of moves to learn, it's just that it no longer seems necessary to win point-scoring events. Knowing the best route to take through a given course now seems to be as important as the ability to





**Yet another world** of tricks are opened up in the new game. Some of these back grinds are quite spectacular...

control your racer and at this stage of development PSM would have to say that the new control system implemented isn't as important as it would like to be.

Longevity wise though, *Cool Boarders 4* certainly isn't lacking. "30 all-new courses that are longer and filled with rail slides, kickers, obstacles, short cuts and more," offer plenty of variety and there's even rumoured to be an alien course – presumably a secret bonus for those of you that complete the game. The different gameplay options, along with the split-screen mode, ensure you won't bore of it quickly and there's even an option to have four players competing in the same tournament.

**Graphically the courses** are far more impressive than those in previous incarnations, although the gorgeous snow textures and backgrounds pale into insignificance once you get a few loudly-dressed riders on garish boards jumping around on screen. Some of the obstacles fail to live up to the high graphical standards set by the rest of the visuals, although the new powder effects allowing riders to actually sink into the snow are very promising indeed.

*Cool Boarders 4* will be a departure from the norm, in as much as it plays and looks very differently to its predecessors. But at the end of the day it's another snowboarding game entering an increasingly-crowded genre. Right now there's nothing wrong with it, but there's work to be done if it's going to stand out.

"*Cool Boarders 4* is the best of the series" states Cutliff confidently, and in terms of visuals and licenses there's no question that he's right. Unfortunately these things alone doth not a good game make. A full preview awaits. ■

Justin Calvert




**Big Air** is de rigueur, but the good news is the control system makes it even easier to pull off physically-implausible tricks than before



**Race Modes** again take pride of place in the *CB4* set up. Choose straight racing, trickstyle, or halfpipe – all of which are suitably gnarly

## DESIGN PROFILE

COMPANY:	
NAME:	Chris Cutliff
JOB TITLE:	Senior Producer
HISTORY:	Chris has been in the games industry for around ten years and since leaving Sega has worked on <i>Major League Baseball</i> and <i>NBA Shootout</i> on the PlayStation
INFLUENCES:	The previous three <i>Cool Boarders</i> games, unsurprisingly

## OTHER INFORMATION

WEB SITE: [www.989studios.com](http://www.989studios.com)



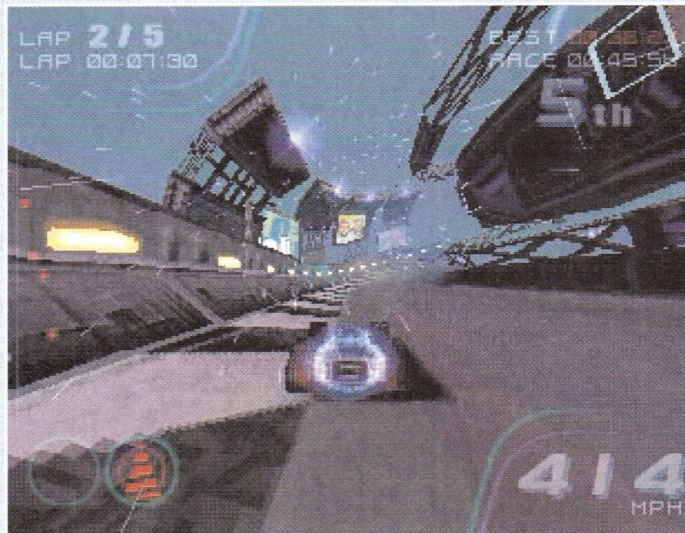
## NAME: **ROLLCAGE STAGE II**

### NOTE:

**LOOKING TO IMPROVE ON THE ORIGINAL IN EVERY WAY, STAGE II COULD BE THE FASTEST RACING GAME YET**

### PRODUCT SPECIFICATION

STYLE:	Combat racing
PUBLISHER:	SCEE
DEVELOPER:	Attention To Detail
RELEASE DATE:	March 2000
COMPLETE:	80%



**Racing is the name of the game, but there's no reason to feel guilty for tilting the odds in your favour slightly**



**T**he news is that the sequel to 1998's *Rollcage* isn't just more of the same. According to David Perryman, producer of *Rollcage Stage II*, "it's more like a dozen sequels in one." *Rollcage* already went some way to shaking up the genre with its gravity-defying vehicles, cool weapons and destructible scenery. Surely that *WipeOut*-goes-mental formula won't be changing too much, will it?

Well, the basic premise is the same, but as David explains, "*Rollcage Stage II* expands exponentially on what went before. Some people felt that *Rollcage* was hard for beginners to pick up."

Indeed it was and thus a new camera system, known as the Stack-O-Cam, has been implemented. The camera realises when you're about to crash and points towards the right direction. Whether this helps to avoid the original's spin-happy crash recoveries remains to be seen. If it does, *Rollcage Stage II* will be a huge improvement on its predecessor.

Another flaw which has apparently been addressed is your opponents' tendency to gang up and bully you into so much scrap metal. Thankfully, you'll have a particularly effective arsenal at your disposal. For example, a chaingun that "fires out a hail of bullets from the front of your car. If you get a doubled-up

gun each bullet will find its target." Destructible scenery will be playing an even larger part than before, racking up the points as well as revealing shortcuts and better racing lines. Points scored go towards your final placing in the race, and there's even a game mode dedicated to the art of smashing stuff up.

The longevity of the game should be improved with the addition of ten other gameplay modes for single and multiplayer.

Potentially the most exciting of the new features is the Scramble Mode, where you have to speed from one end of a course to the other within a set time limit. It might not sound that great but as David explains, "the tracks float in space and have no edges. If you fall off, your car is teleported back to the beginning of the track and then the clock is reset."

The promise of 60 different tracks and an equal amount of vehicles makes *Rollcage Stage II* an exciting prospect. And if all of the criticisms levelled at the original have been addressed, the adrenaline pumping gameplay should be second to none. You've told them what you want, they've listened and the new changes will be on the shelves next March. Have ATD done their job? Wait and see... ■

Justin Calvert



**Everybody out there remember PSM's demo of the original game?**

### DESIGN PROFILE

COMPANY:	Attention To Detail
NAME:	David Perryman
JOB TITLE:	Producer
HISTORY:	David's first job in the games industry was designing the tracks for <i>Rollcage</i> about two years ago.
INFLUENCES:	The biggest influences on the game are apparently the criticisms made by the press and public when the first game was released.

QUOTE: **"The tracks float in space and have no edges..."**



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NAME:

# THEME PARK WORLD

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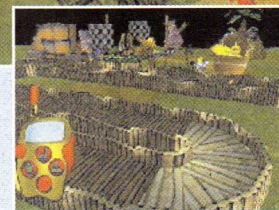
THE, ER, PARK 'EM UP GENRE COMES OF AGE WITH BULLFROG'S LONG-AWAITED SEQUEL

## PRODUCT SPECIFICATION

STYLE:	Management simulation
PUBLISHER:	Electronic Arts
DEVELOPER:	Bullfrog
RELEASE DATE:	February 2000
COMPLETE:	80%



The 3D engine not only looks fantastic but allows you to position the camera that so you can take a walk around yourself



You now have a lot more freedom when designing your own rides. Have fun...



**A**pproximately five years ago, an Amiga game called *Theme Park* gave you the opportunity to create and run your own park. You were responsible for running virtually everything inside the park that you created. Keeping things running smoothly was almost an impossibility. It was ace.

Remaining profitable while ensuring the happiness of staff and customers alike proved to be as addictive as it was difficult and so it's no surprise that, at last, the game spawned a PlayStation version and a year on, a long-awaited sequel. *PSM* spoke to Simon Harris, producer on *Theme Park World*, to discuss his plans for the game.

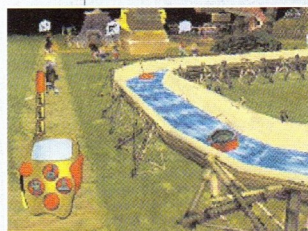
**"We have made the game** work on two levels so, hopefully, there is something for everyone. If all you want to do is build and ride some rides, we have an Instant Action Mode where all of the management side of the game is removed. However, if you want a game with far more depth, you can play the full simulation which drops you in at the deep end," explains Simon, who goes on to reveal that you'll actually be able to try out the rides and play the sideshows yourself when you visit the park.

The major difference though is in the game engine. This is now 3D, enabling you to rotate the view and jump in to see it from the visitor's point of view. The other main change is the control system, "The original *Theme Park* simply copied the Amiga control system and used a mouse cursor which you moved around the screen," reveals Simon. "With *Theme Park World* we have a control system which has been completely redesigned with the PlayStation controller in mind." Job done.

Also new for the sequel are actual themes to base your park on which include The Lost Kingdom, Halloween World, Wonder Land and Space Zone. "The themes are divided up into eight separate parks. In total there are over 130 attractions throughout the eight parks," explains Simon.

*Theme Park World* is looking to be a huge improvement over an already-impressive original. With very little in the way of competition expect to see queues worthy of Disney World outside Electronics Boutique on the day of its release. Bagsy first go on the rollercoaster... ■

Justin Calvert



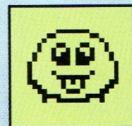
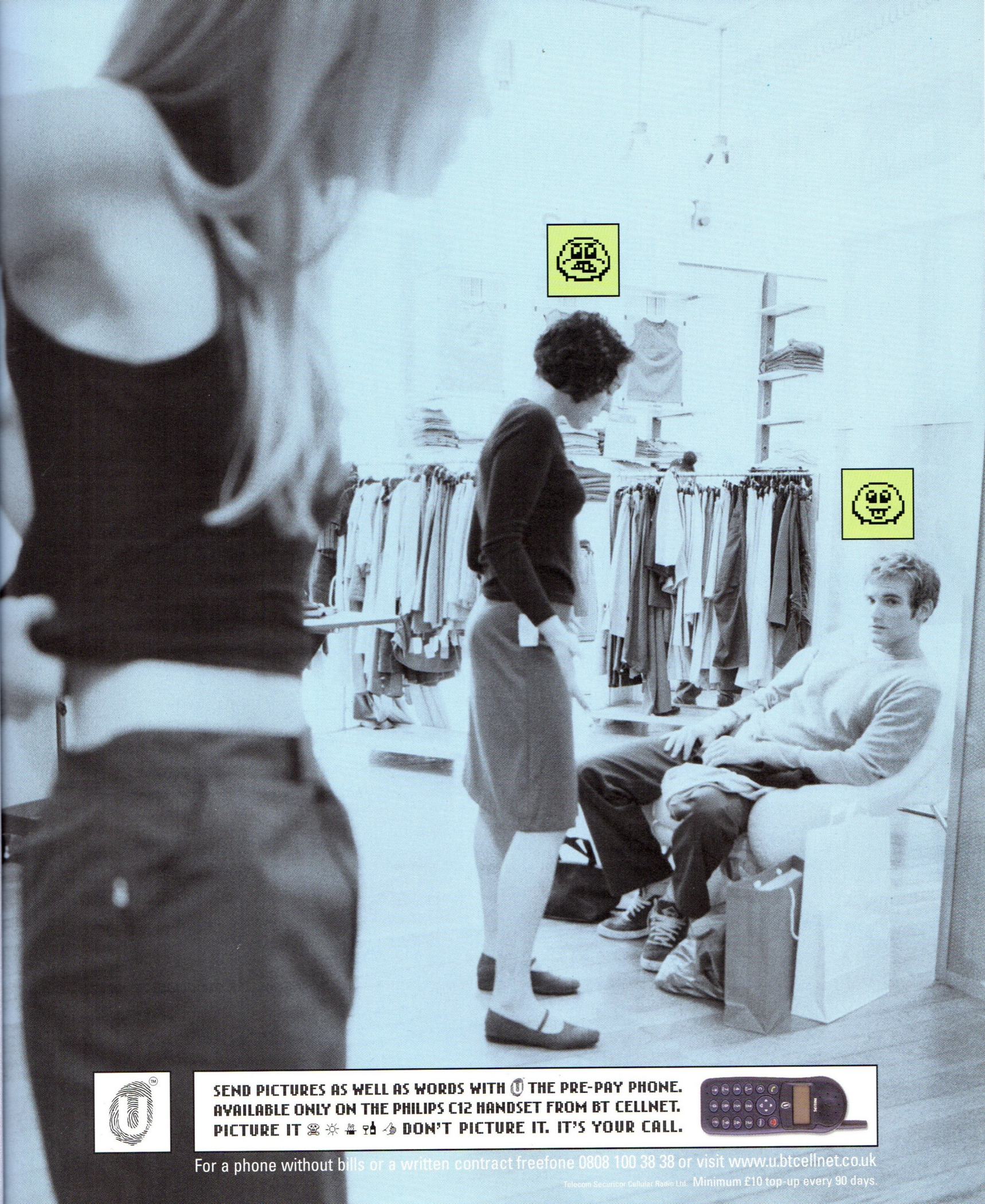
You can actually try out your own rides, even as a visitor







## DESIGN PROFILE

COMPANY:	Bullfrog Productions
NAME:	Simon Harris
JOB TITLE:	Producer
HISTORY:	Simon has worked on many titles and formats, most recently on <i>Circuit Breakers</i> and the PlayStation version of <i>Populous: The Beginning</i> .
INFLUENCES:	The original <i>Theme Park</i> and more recently, <i>Theme Hospital</i> .

QUOTE: "There are over 130 attractions throughout the eight parks"





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NAME:

## ROUND UP

TANTALISING TASTERS OF WHAT WILL BE TOMORROW'S NEWS IN THE LAND OF GAMING...

### PRODUCT DETAIL



#### Planet Of The Apes

The cult TV series is about to become a cult third-person adventure

### OTHER INFORMATION

#### Web sites to visit for game overload...

Omikron: [www.nomadsoul.com](http://www.nomadsoul.com)  
Official site for Eidos' Bowie-featuring adventure. Out on PC; expect either a PS or PS2 release later this year

Activision: [www.activision.com](http://www.activision.com)  
Jedi: Power Battles, Blade, Spider-man... Find out the future here

Outcast: [www.outcast-game.com](http://www.outcast-game.com)  
With the sequel heading to PS2; get the inside scoop on Infogrames' cinematic masterpiece

Tenchu: [tenchudojo.webjump.com](http://tenchudojo.webjump.com)  
Unofficial dojo for Tenchu - sequel soon from Activision!



#### SPACE STATION: SILICON VALLEY

Take 2 Interactive ♦ [www.take2europe.com](http://www.take2europe.com)

A great, if a little surreal, N64/Game Boy title making a long overdue appearance on the PlayStation. Release pencilled in for March 2000



#### ROAD RASH: UNCHAINED

Electronic Arts ♦ [www.ea.com](http://www.ea.com)

Due early next year, this belated sequel will feature a two-player Head-To-Head Mode as well as a cooperative Sidecar Mode



#### EVIL DEAD: ASHES 2 ASHES

THQ ♦ [www.thq.com](http://www.thq.com)

Set eight years after the film trilogy, this 3D adventure game is currently being developed by newly-formed Heavy Iron Studios



#### CRUSADERS OF MIGHT AND MAGIC

3DO ♦ [www.3do.com](http://www.3do.com)

The successful *Might And Magic* series from 3DO finally brings its unique brand of sword and sorcery to the PlayStation in this third-person adventure



#### CRICKET CAPTAIN 2

Empire ♦ [www.empire.co.uk](http://www.empire.co.uk)

The first cricket management game for the PlayStation, featuring real competitions, commentary from Jonathan Agnew and a two-player option



#### COLONY WARS: RED SUN

SCEE ♦ [www.playstation-europe.com](http://www.playstation-europe.com)

The third in the *Colony Wars* series, *Red Sun* will feature 50 land and space based missions, all with multiple objectives. Scheduled for release in March 2000



#### TEAM BUDDIES

SCEE ♦ [www.playstation-europe.com](http://www.playstation-europe.com)

*Bombberman* meets *Tetris* meets *Cannon Fodder* in this multiplayer action game. Build yourself a team, arm them to the teeth and go after your enemies



#### TEST DRIVE CYCLES

Infogrames ♦ [www.infogrames.com](http://www.infogrames.com)

Race one of 30 licensed motorcycles around 12 different courses ranging from Hong Kong to the tropical island of Bali. Screeching on to PlayStation early 2000



#### PLAYER MANAGER 2000

The 3DO Company ♦ [www.3do.com](http://www.3do.com)

Real football managers are getting involved with developers Anco on this one from the outset, so it could turn out to be a most realistic management sim yet



#### PLANET OF THE APES

Fox Interactive ♦ [www.foxinteractive.com](http://www.foxinteractive.com)

A third-person adventure based on the best monkey film ever - a dream coming true for the PSM team sometime next year. Details coming soon

### PRODUCT CONTACTS

ACCLAIM 0171 344 5000

[www.acclaimnation.com](http://www.acclaimnation.com)  
Moreau House, 112-120 Brompton Road, Knightsbridge, London, SW3 1JJ

ACTIVISION 01895 456 700

[www.activision.com](http://www.activision.com)  
Gemini House, 133 High Street, Yiewsley, Middlesex, UB7 7QL

BULLFROG 01483 579 399

[www.bullfrog.com](http://www.bullfrog.com)  
The Mana House, Unit 1A, Guildford Business Park, Guildford, Surrey, GU2 5AG

CODEMASTERS 01926 814 132

[www.codemasters.com](http://www.codemasters.com)  
Stoneythorpe, Southam, Warwickshire, CV33 0DL

CORE DESIGN 01332 297 797

[www.core-design.com](http://www.core-design.com)  
55 Ashbourne Road, Derby, DE22 3FS

EIDOS INTERACTIVE 0181 636 3000

[www.eidos.co.uk](http://www.eidos.co.uk)  
Wimbledon Bridge House, 1 Hartfield Road, Wimbledon, London, SW19 3RU

ELECTRONIC ARTS 01753 549 442

[www.ea.com](http://www.ea.com)  
90 Heron Drive, Langley, Berks, SL3 8XP

GROLIER 01865 264 800

[grolier.co.uk](http://grolier.co.uk)  
60 St Aldates, Oxford, OX1 1ST

GT INTERACTIVE 02082 229 700

[www.gtinteractive.com](http://www.gtinteractive.com)  
The Old Grammar School, 248 Marylebone Road, London, NW1 6JT

INFOGRAMES 0161 827 8000

[www.infogrames.com](http://www.infogrames.com)  
21 Castle Street, Castlefield, Manchester, M3 4SW

INTERPLAY 0171 551 4266

[www.interplay.com](http://www.interplay.com)  
74A Charlotte Street, London, W1P 1LR

JVC INTERACTIVE 0171 240 3121

[www.jvc.com](http://www.jvc.com)  
44 Wellington Street, Covent Garden, London WC2E 7BD

KONAMI 01895 470 500

[www.konami.co.uk](http://www.konami.co.uk)  
Jubilee House, 7/9 The Oaks, Ruislip, Middlesex, HA4 7LF

MINDSCAPE 01293 651 300

[www.mindscape.com](http://www.mindscape.com)  
Tilgate Forest Business Park, Elm Park Court, Brighton Road, Crawley, RH11 9YP

PSYGNOSIS 0151 282 3000

[www.psygnosis.com](http://www.psygnosis.com)  
Napier Court, Stephenson Way, Wavertree Technical Park, Liverpool, L13 1HD

SCEE 0990 998 877

[www.playstation-europe.com](http://www.playstation-europe.com)  
PlayStation Carline, PO Box 2047, London, W1A 3DN

TAKE 2 INTERACTIVE 01753 854 444

[www.take2games.com](http://www.take2games.com)  
Hogarth House, 29-31 Sheet Street, Windsor, Berks, SL4 1BY

TEAM 17 01924 267 776

[www.team17.com](http://www.team17.com)  
Longland House, Wakefield Road, Ossett, West Yorkshire, WF5 9JS

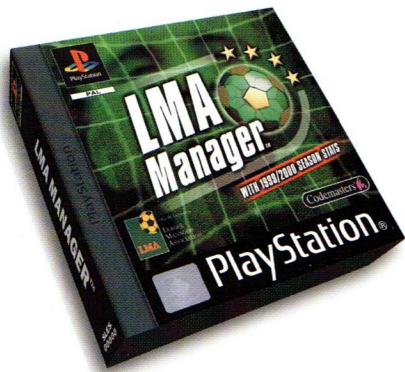
VIRGIN INTERACTIVE 0171 551 4222

[www.vie.co.uk](http://www.vie.co.uk)  
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# Taylor absence prompts team withdrawal.

*Blame us if your manager goes missing. LMA Manager is here.  
The most compulsive football management game ever, the first designed specifically  
for the PlayStation and featuring the complete 99/2000 season stats.  
Apologise to your Chairman for us.*



- Endorsed by the League Managers Association - the official representative body of English football managers
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- One or two-players
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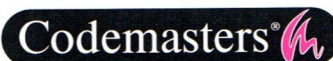
**LMA Manager. 10 out of 10 managers prefer it.**



93%



9/10



[www.codemasters.com](http://www.codemasters.com)

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# INTERVIEW

Words: Mark Donald Pictures: Martin Burton

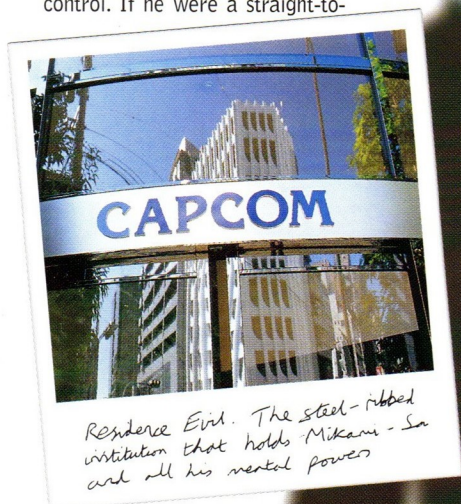
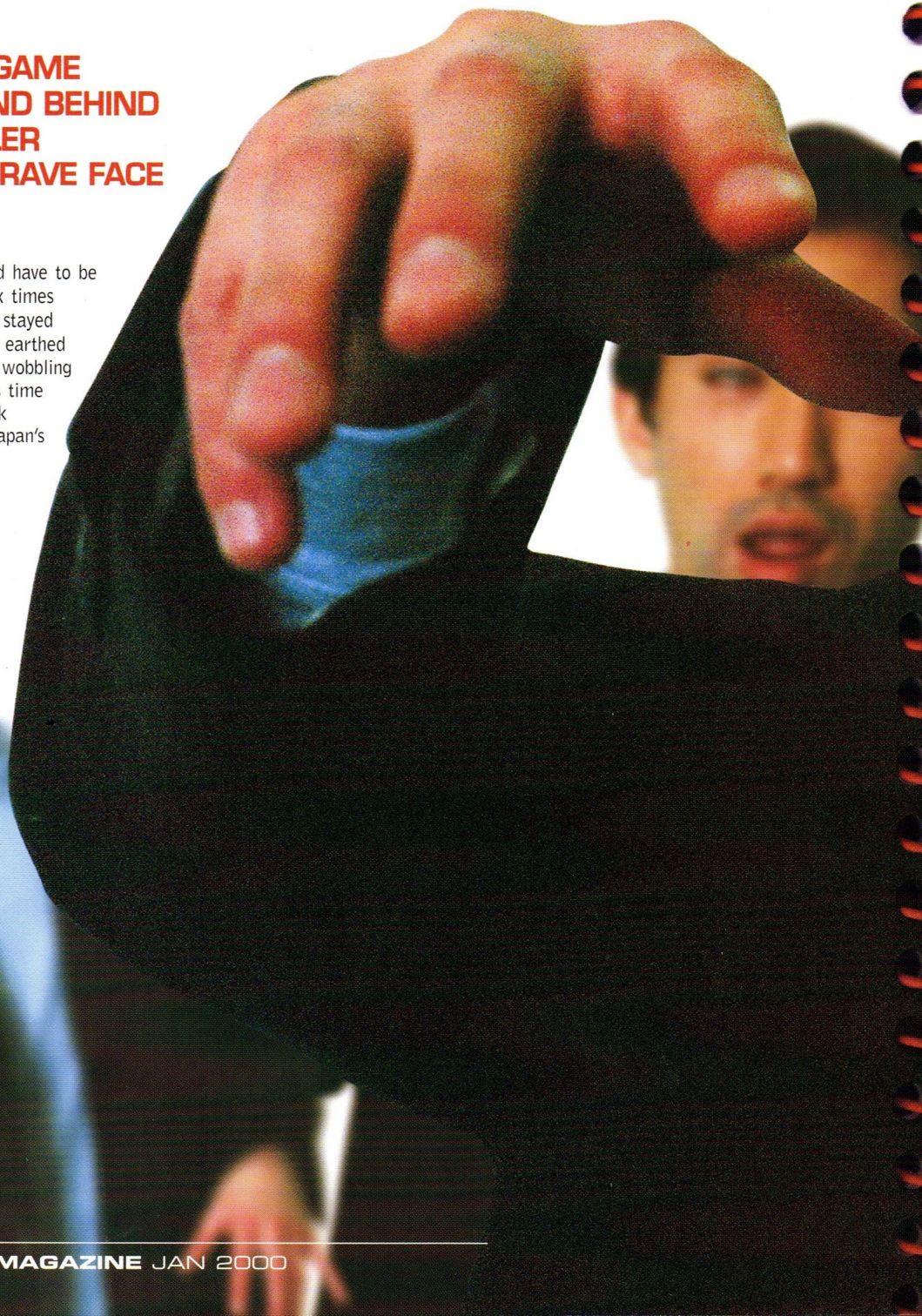
# PRESIDENT EVIL

**THIS IS SHINJI MIKAMI. SERIAL GAME DESIGNER AND THE MASTERMIND BEHIND THE *RESIDENT EVIL* ZOMBIE KILLER CHILLERS. *PSM* DISTURBS HIS GRAVE FACE AND LIVES TO TELL THE TALE...**

**A**s the nights lengthen and the days shorten 'til the arrival of *Resident Evil 3* on our mist-opportunity shores, *PSM* decided to tackle the phenomenon at source. Shinji Mikami's zombie-gorged splatter pageants have placed him at the forefront of horror on the PlayStation, leaving us with little choice but to confront him. Visiting a secure facility in the heart of Osaka, Japan's sprawling second city, *PSM* attempted to unmask the Wes Craven of the videogame world.

The undisputed cardinal of fear detected little threat from his *PSM* analyst. His implacable eyes and icy charm immediately asserted control. If he were a straight-to-

video baddie he'd have to be killed at least six times before he finally stayed down. A shudder earthed itself via *PSM*'s wobbling backbone. It was time to probe the dark imagination of Japan's most successful re-animator...



*Rendered Evil. The steel-ribbed institution that holds Mikami - Sa and all his mental power*



# Resident Evil 3: Nemesis

10/11/99 09.31.43  
Subject: Shinji Mikami  
Response: "T-Rex vs Nemesis,  
you say?"  
Camera: 3



**Let us begin with the most important question – if the Nemesis creature fought the T-Rex from *Dino Crisis* to the death, who would win?**

Definitely T-Rex. He is much stronger and larger. The only way the Nemesis could kill T-Rex is to run round and round T-Rex and make it dizzy. T-Rex has a very small brain. But his head is very large. He is also very tall – over ten metres high. If the Nemesis can make T-Rex fall over, he'll smash his huge head and the Nemesis would score a KO.

**Resident Evil 3. Who or what inspired it?**

I wanted to introduce a new kind of fear into the game, a persistent feeling of paranoia.

**The Nemesis brings that on in spades. When it disappears after the first confrontation, you live in constant dread of the next attack.**

The idea is to make you feel like you're being stalked. Imagine you're coming back to your home. Suddenly you sense ▶

**The Nemesis creature is the most anticipated feature in**

## (Head)case study



**Name:**  
Shinji Mikami  
**Occupation:**  
Capcom producer and director

**Age:** 33  
**Height:** 5'6"  
**Eye Colour:** Brown

**Previous history**  
Aladdin (SNES) 1993  
3000 Troop (SNES) 1994  
Resident Evil (PlayStation) 1996  
Resident Evil: Director's Cut (PlayStation) 1997  
Resident Evil 2 (PlayStation) 1998  
Dino Crisis (PlayStation) 1999  
Resident Evil 3: Nemesis (PlayStation) 1999  
**Hobbies listed:** Watching movies and collecting watches



# INTERVIEW

10/11/99 11.47.18  
Subject: Shinji Mikami  
Response: "She was scary."  
Camera: 1



10/11/99 11.47.59  
Subject:  
Shinji Mikami  
Response: "not a pretty sight."  
Camera: 4



necessarily about horror, it's also about surprise and suspense.

## Are there techniques you can use to create that suspense?

One way is to use the camera angle to change the player's perception. A first-person view makes the action more personal. But you can create tension by suddenly changing the focus – switching to a third-person view to show events that will affect the player's character. Then you can switch back to the first-person view, and the player is immediately tense because he knows he has got to respond urgently. That's what I'm working on for the future.

► movement in the shadows. Everything seems normal but you feel threatened – like you have a stalker. It's that flutter of fear I want you to experience.

## Is it something you've experienced?

A couple of years ago there was a lot of publicity about stalkers in Japan. There were a lot of TV programmes on the subject which were a good source of ideas.

## You didn't conduct any real-life research?

The director on the *Resident Evil 2* team had his very own stalker, but I haven't been stalked personally. She was scary.

## She? It could have been worse, then?

She wasn't a pretty sight.

## How do you make a videogame prompt the kind of fear that a stalker would cause in real life?

By keeping the player on his toes all the time. I want the player to be unsure as to what will happen next. It's not

## Sound seems to play an important part in cranking up the pressure in *Resident Evil 3*.

Yes. In the first couple of scenes a certain piece of music is deliberately played whenever the Nemesis is about to appear. Basically it's a warning. If you hear this music then you know the Nemesis is going to attack and you must prepare for it. But later on in the game, we purposely play that music, only this time the Nemesis doesn't appear, or he appears a little bit later. The player's all worked up for the attack, but it doesn't happen. It's like Pavlov's experiment [see Case Note 2 on page 46] or the music in *Jaws*. I'm trying to mess with your mind.

## What other trickery do you use?

I've tried to enhance the atmosphere with the sound of people screaming. I wanted to show zombies killing humans on the streets, but I decided against that because there's a lot of discussion

## All the fun of the lair

In June 2000 Capcom intend to bring Mikami-san's vision to startling unlife in a *Resident Evil* theme park known as 'Biohazard 4D Horror'. The main attraction will be a virtual zombie attack which subjects visitors to a terror-charged CGI sequence, while hydraulic chairs churn their stomachs and vents blow cold air down their necks. Lovely.

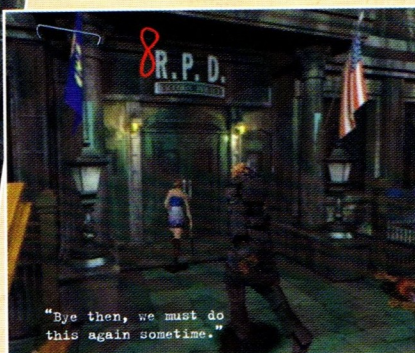
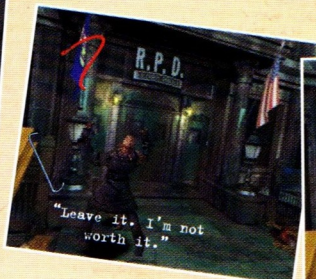
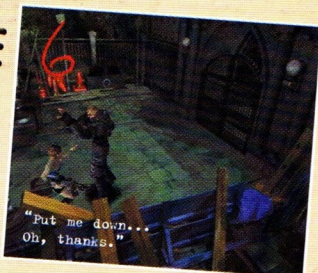
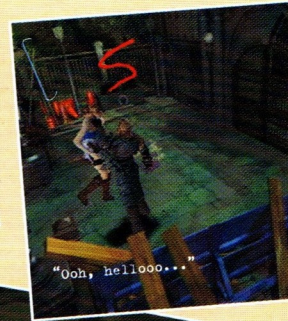
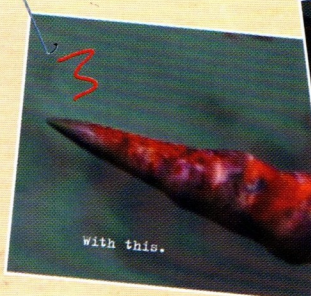
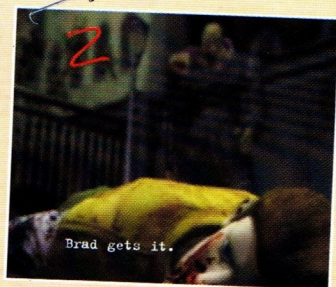


The first Biohazard theme park was built in Osaka. Many visitors were zombie-fondled during its successful six month run.





# Resident Evil 3: Nemesis



## When Nemesis attacks...

Wherever the Nemesis creature appears, the faint whiff of soiled pants is never far behind. Ranking among the most terrifying episodes in videogame history, the sudden, violent assaults register both physically and emotionally. Brace yourself.

in Japan about the effects of videogame violence on kids. So I reworked the idea, unnerving players by surrounding them with the sounds of nearby horror. You don't see anything, but your imagination fills in the gaps.

### How difficult is it to keep inventing new ruses to scare people with? The impact of horror soon wears off.

In *Resident Evil 3*, I wanted to create tension through contrasting effects. For example, on the city streets you are

haunted by the constant screaming. But then, when you go inside a building, I wanted everything to suddenly go quiet. It would have been very eerie, but sadly it wasn't possible to fit the idea in this time around.

### Will that idea appear in a sequel?

It's time for a change. I want to get away from *Resident Evil* and create something completely new. Fear has been the number one element in all the *Resident Evil* games up till now. But it will take

a back seat in my new game, which will be very different.

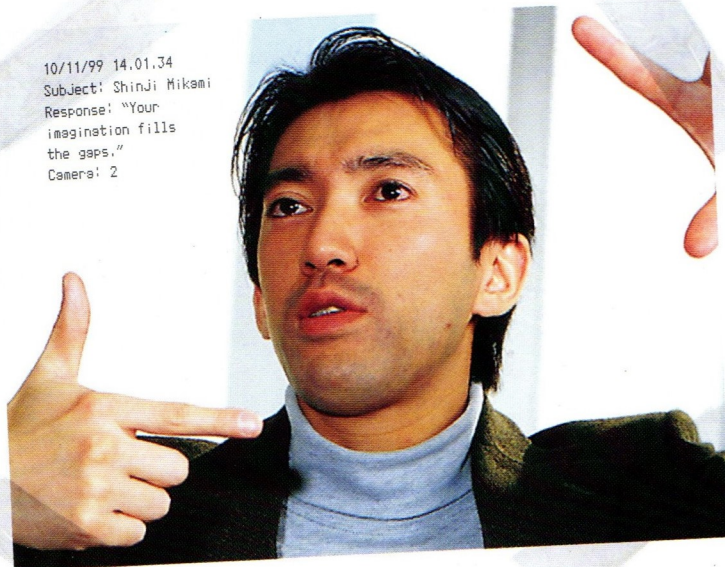
### What kind of game will it be?

It definitely won't be a horror game. Before *Resident Evil*, I worked on Disney games, so I've lurched from happy to scary. Now I want to go back and create a game filled with warmth. *Resident Evil* is very dark and there is only fear. I will create a totally new type of game where there's love, happiness and laughter. The closest comparison would be the *Dragon Quest* RPGs [See Case Note 3 on page 47]. My game will be a fantasy game full of imagination and depth. It'll be more rounded than *Resident Evil* and you'll be able to adventure, learn new things



Pawn of the dead. Richard dolls infect the stalls of Akihabara - Tokyo's electronic city.

10/11/99 14.01.34  
Subject: Shinji Mikami  
Response: "Your imagination fills the gaps."  
Camera: 2



### case note 1

Subject: Mikami-san on fear  
Re: Heebie-jeebie central

You like to scare other people. What scares Mikami-san?  
My girlfriend.

Is she the inspiration for the Nemesis creature?  
I can't say. She's even scarier than the Nemesis.

We can't wait to face her in the next *Resident Evil* game.



# INTERVIEW

- ▶ and come to appreciate characters' feelings. It will make you feel very emotional.

## What's your starting point when you design a new game?

I prioritise the game's atmosphere and the effect I want it to have on people. For *Resident Evil*, fear was at the top of my list. From fear I had to work out what scares people. Obviously there are the graphical prompts and the lighting effects, but you have to know what will draw players into the game.

What will make players look at a particular graphic. What will make them think "I must play this game now!"

Once I have decided what kind of emotions I want to stimulate, then I design every other element in the game to help create that effect.

The original *Resident Evil* was based

## case note 2

Subject: Pavlov's experiment  
Ref: Your dinner's in the dog

Ivan Petrovich Pavlov was a Russian scientist who liked to subject dogs to psychological experiments in his lab. He accidentally discovered that if a bell was rung every time a hungry dog was fed, it would eventually associate food with the sound of the bell and start to salivate on cue. Ultimately the pooch would salivate when the bell rang, even if Ivan had scooped all the marrow bone and jelly earlier. Similarly, we became the butt of Mikami-san's joke when the Remesis music plays and we involuntarily brace for impact whether the super-

on just three rooms – the hall, the cafeteria and the bar. From there I just expanded the rest of the world, adding the details that would create the right atmosphere in each place.

Graphics, plot and characters are all subordinate to the message I want to convey to the player. I started with fear and trickled that into the characters and the storyline. My original vision was some heroes blasting away zombies. Once I'd established the right image and atmosphere I designed the rest of the game to fit.

## What do you enjoy most about designing an entirely new world?

As a kid I watched television and movies, read books and, of course, played games. I realised that a game is the best way to convey a message to someone because it's two-way. A game is interactive which means it's not complete when I've finished designing it. It's only made whole once the player engages with it and completes the effect. Other media are one-way only, but with games I can play catch-ball with the player.

## Does that mean you make the games you'd want to play?

Yes, but I know all their secrets already so they never surprise me. [See Case Note 3 on page 47]

## Are you excited by PlayStation2?

The hardware has great potential but it will be very hard to make games that take advantage of its power, because it demands a much wider range of skills than the PlayStation. Sony provided libraries [off-the-peg programming routines] with the PlayStation which immediately freed the developers to take the next step. But there are no libraries with the PlayStation2. Sony are saying "It's all yours, make any games you want" but it will take a long time.

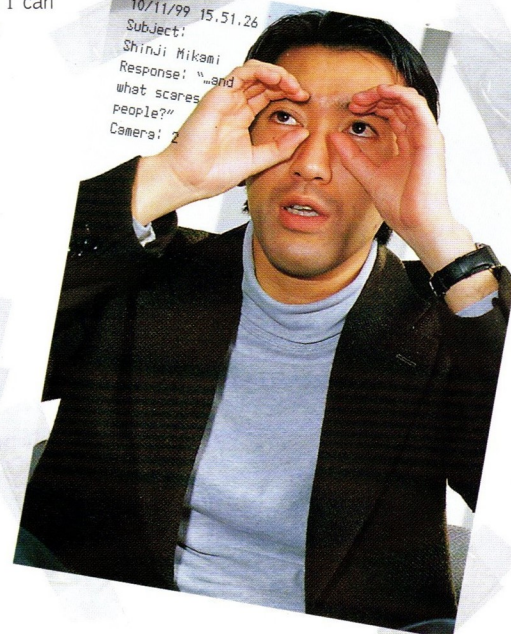
## Are you working on the PS2 now?

I'm working on the new *Resident Evil* game for the PlayStation2. But I can't

10/11/99 15.49.00  
Subject: Shinji Mikami  
Response: "Fear was at the top of my list."  
Camera: 4



10/11/99 15.51.26  
Subject:  
Shinji Mikami  
Response: "and what scares people?"  
Camera: 2





# Resident Evil 3: Nemesis



10/11/99 22.37.11  
Subject: Shinji Mikami  
Response: "It's the most fun of the three."  
Camera: J

## case note 3

Subject: Mikami-san's favourite games  
Ref: The pleasure principle

Dragon Quest, RPG, SNES

"You play a warrior trying to defeat an evil lord. This game made me feel very emotional."

Derby Stallion, Horse racing sim, PlayStation  
"You have to breed horses, then groom and take care of them until the day of the race. It's very hard to breed the best and fastest horse."

Family Circuits, F1 Racing Sim, SNES

"This game replicated the real sense of danger in Formula One because one slip could be fatal. If you touched a barrier, your race ended, so you were constantly on the edge. Today's games are too easy. This was very exciting."

Zelda, Adventure, SNES  
"Everyone knows Zelda."

give away any details. [See Case Note 4 below.]

**Will games on the PlayStation2 just be pretty or will they have more depth too?**

That doesn't depend on the hardware. It really depends on us as developers.

**Are you ever happy with a game?**  
No.

**We can't have an unhappy ending – what pleased you most about Resident Evil 3?**

It's a very fun game to play. The most fun of the three.

**Shinji Mikami, thank you very much.**

*Resident Evil*

3 is already history for Mikami-san. It was released in Japan in September and sold one million copies in the first week. But for once it matters little that the UK's forced to feed on scraps from the East. If you want to score gore then *Resident Evil 3* will be well worth the wait. Best serve chilled.

## RESI 3: NEMESIS – FACT ATTACK

- Publisher: Eidos
- Developer: Capcom
- UK release date: February 2000
- Further reading: *PSM53 – Resident Evil 3* full preview.
- Next month in *PSM55*, *Resident Evil 3: The Review...* ■

## The Rare Kitsch Project

During our visit, Mikami-san stumped up a veritable wardrobe of rare Japanese Biohazard\* clobber. Once we'd prised them from his clutches, we found ourselves running past security with an exclusive bundle comprising Umbrella T-shirts, Jill's beret, Raccoon City Police rings and badges, zombie-proof beanie and – gasp – two packs of Biohazard trading cards autographed by Shinji Mikami himself. So rare they bleed.

We want to give them away, but we have to be careful. Obviously, this is the kind of fabled treasure that can drive people mad with lust. So to prove you've got the mental strength not to snap at the first creak of a floorboard, please submit yourself to the following psycho-spot-check.



*Mikami-san needs some gentle persuasion to hand over the loot*

## Question 1

A pale-looking bloke lurches into the street, shielding his eyes from the sun and emitting a low moan. Do you:

- Immediately split him fore and aft with the business end of the nearest chainsaw? You can't be too careful with zombie infestation these days.
- Pause, clock the 'One pound a pint for students' sign outside the nearby pub, before turning up your collar and hurrying on your way?

## Question 2

Some geezer tries to step over you while you take a kip in an alleyway. He looks the picture of health. Do you:

- Sink your canines straight into his leg? It's been ages since you last ate out.
- Curse the rare blood disorder that has left you destitute and beg the man for a few coins, or, failing that, a tag?

## Question 3

You spy a melon lingering at the back of a shelf in Sainsburys. It looks a bit mature, but there is a discount. Do you:

- Chance food poisoning? You wouldn't mind a few days off work.
- Imagine emptying a revolver into its rotten fruity skull, just to see its sludgy innards spray like cranial fluids all over the wall?

Answers on a postcard to 'The Rare Kitsch Project' at the usual address. All usual PSM compo rules apply (see page 153). The ten sanest entries win a prize. Please reply in a '1 (a) 2 (b) 3 (a)' kind of way. You know.

\*Biohazard is Resi's Japanese nom de plume

## case note 4

Subject: Mikami-san on the future  
Ref: More gore

Tell us about *Resident Evil 4*?

Work is already underway, it will be a big improvement visually with full polygon graphics.

What ambitions do you have for the game content?

I want to improve the control method. It will be simple yet sophisticated so that a player will be able to naturally perform moves like looking round corners. This will draw players into the game and will make a big impact on anyone who plays it – even for a split-second.

Does that mean more action on-screen?

Yes. There will be more things happening. I want people to be instantly hooked. I want them to grab the joy pad from each other and demand to play.



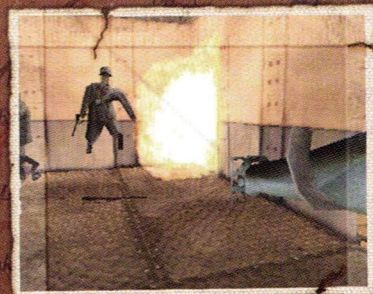
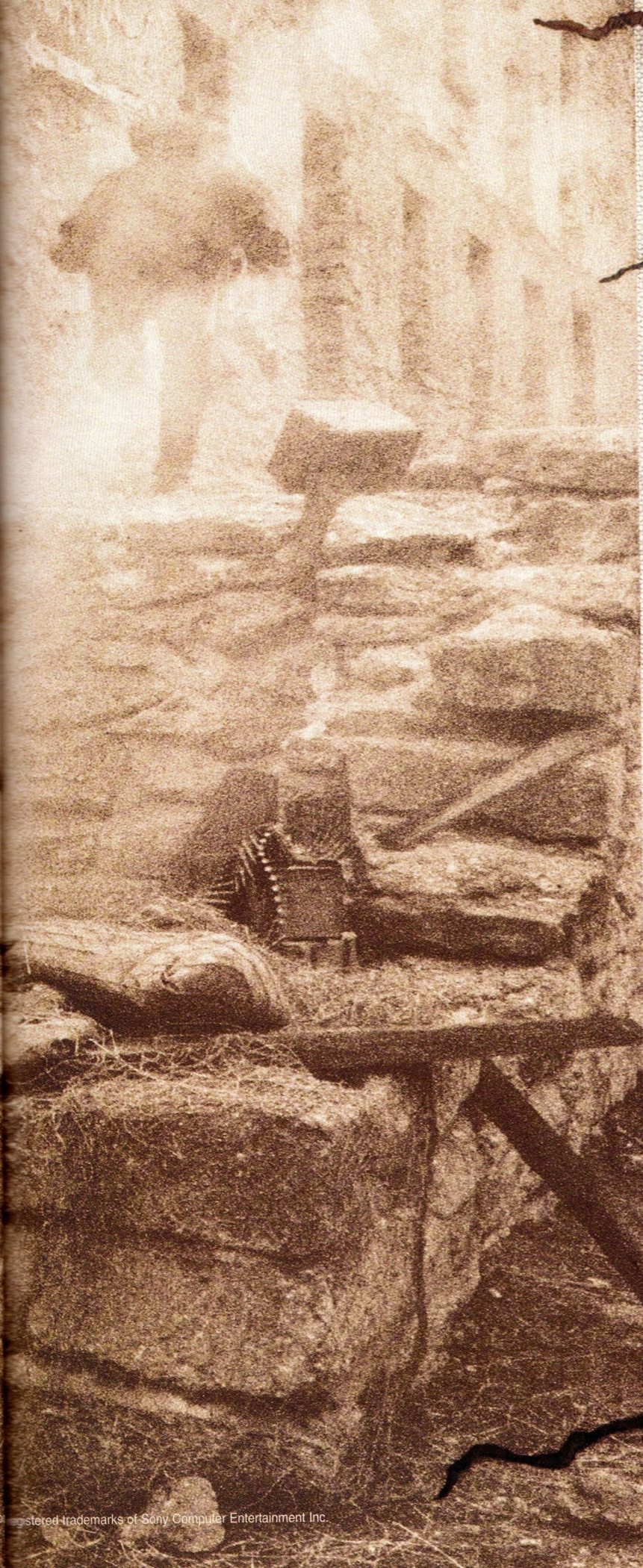




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**Your mission:** execute hazardous rescues, evade Gestapo search parties, sabotage enemy U-boats and cripple the Nazi regime. With 12 authentic weapons at your disposal, you can shape history. Or become it.

**Fight WWII on your playstation.**

[www.mohgame.com](http://www.mohgame.com)

**MEDAL OF HONOR**



# Die Hard Trilogy 2

JOHN MCCLANE DIES HARDER DURING ANOTHER NIGHTMARE CHRISTMAS IN THIS LATEST BRUCIE BONUS. YIPPIE-KI-YAY, UM... YOU KNOW THE REST.



**Shoot out** windows, lob in grenades and the world is two terrorists lighter



**The gates of hell level is a laugh. Now** where's my faithful two-headed hound?



**S**hould you discover that some Eastern European terrorist organisation is threatening to take over your office building, our advice is to change into a vest and go kick Hans' butt. It works for Bruce. The numerically challenged might struggle to comprehend the title to Fox's latest game. As the sequel to 1996's original, this version retains the three disparate genres (*Goldeneye*-style third-person, *Virtua Cop* first-person on rails, and *Driver*-style abusive driving), but weaves its own story using John McClane and, yep, dodgy-accented terrorism.

This time, though, rather than split the three genres, the game mixes and matches them within the story itself. The third-person view gives you freedom of movement, your red laser sight illuminating the skulls of your targets. More puzzle-based than the original, this is a style that would rather have you exploring dangerous locations than provide a map. A range of weapons can be used to keep marauding guards and foreigners at bay, but sometimes stealth is the preferred option.

The first-person levels are your classic lightgun shooters on tracks. Supporting the G-Con-45, the PlayStation Mouse and



**Shoot windows!** In fact just shoot everything in sight

**"This time the game mixes the three genres within the story"**

a standard controller, shooting hidden items can unlock options in later levels. For instance, should you find a set of keys, it can give you an alternative vehicle in which to charge around Las Vegas.

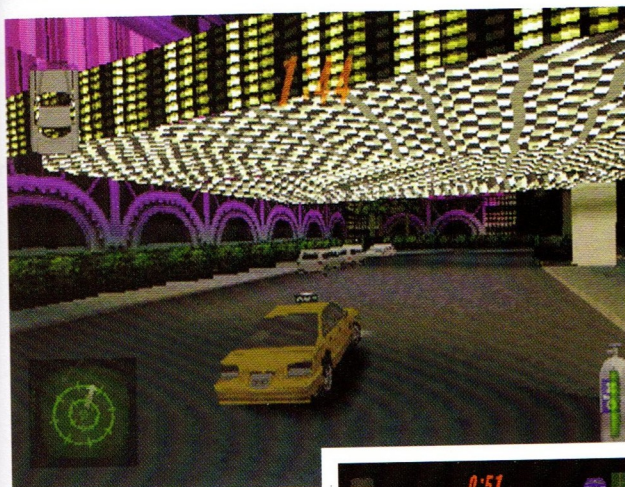
The driving sections are no less frantic. Tight for time, you are given a number of different missions, from collecting and delivering bombs to smashing up terrorists' getaway vehicles. There's even one level where you're an undercover cab driver and have to deliver fares across



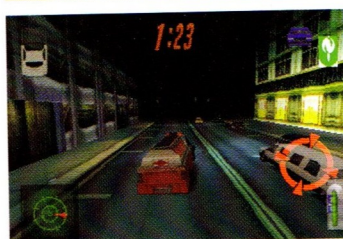
**Your cop** badge shows your health while your white vest shows the effort you are putting into your work. Meanwhile, you can flick to the laser-sighted first-person view for head shots



# DIE HARD TRILOGY 2



**Flared arches, go-fasta stripes, exploding petrol tanks, some boy racers will do anything to impress the chicks**



**As an officer on the shady side of the law there's nothing wrong with smashing through police lines and running over pedestrians**

the city. The style-hopping Movie Mode covers 13 different missions, but there are 28 in the Arcade Mode, where, like the original, you play through a sequence of maps all set within the one game type. Secret levels demonstrate the developer's sense of fun and add longevity and depth – we particularly like the section in the First-Person Mode that lets you shoot mime artists before they, “annoy you to death.”

It's more of the same really, but a reasonably compelling Movie Mode and some more advanced puzzles and surprises should make *Die Hard Trilogy 2* as big a hit as the original. If it all sounds a bit too much, we'd recommend making fists with your toes. ■

Steve Owen



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## PSM OPINION

### + POINTS

- ♦ Three different styles
- ♦ Lots of big explosions
- ♦ Feels like a movie

### - POINTS

- ♦ Not very polished
- ♦ Repetitive dialogue
- ♦ Requires imagination

### ! ADVANCE WARNING

The first game sold more than two million copies, and there's no reason to believe that the sequel won't do just as well. We're looking forward to having a blast on this. As long as it doesn't try to be a Jack of all trades...





# Ace Combat 3

NAMCO'S THIRD TECHNO FLIGHT SIM IS  
CLEARED FOR TAKE OFF... LET BATTLE COMMENCE



**The Art of War.** What was once a matter of hit or miss, now becomes an exercise in precision targeting. Training exercise for real soldiers? No, it's just a videogame. Bombs away, and we're OK...



## WATCH OUT FOR...

HOW YOU CHOOSE YOUR MISSION



**Set in the near future,** *Ace Combat 3* casts the player as a member of a peace-keeping force. In true Skynet fashion, two major multi-national companies are at war and players must select missions to appease both. As with Grolier's *Xenocracy*, care must be taken not to favour one side, but both are constantly taking liberties and require help at some point...

**T**he *Ace Combat* series is the perfect barometer of how a developer has got to grips with the PlayStation. The first game was rudimentary fare, while the second marked a move towards added realism. *Ace Combat 3* is a further progression, while still not quite the finished article, with Namco over-egging the pudding at the mo'.

In terms of appearance, it's the real deal. As befits a game built around hi-octane dog-fighting, *Ace Combat 3* mixes intricate detail with dizzying speed and comes close to recreating *Top Gun*'s action scenes. During the course of the missions, players are chased through canyons, loop the loop over complex cityscapes and pull Gs over impressively-realised forests. Coupled with an array of neat visual tricks (light effects, decent explosions, et al) it often produces an exhilarating

experience. However, Namco obviously feel that such pace should come at a price and have saddled *Ace Combat 3* with a control system that wouldn't be out of place in a PC flight sim.

While this is fine for fans of the series, novice pilots could face a potential nightmare. Users of Dual Shock pads will suffer in particular because the two sticks not only offer control

**"It often produces an exhilarating experience"**

over the already sensitive planes, but the chance to tinker with the camera angles, too. It's one thing to be cast as Tom Cruise, Namco, but don't ask us to be Tony Scott and direct the game as well...

*Ace Combat 3* is polished Namco fare. Its link scenes are breathtaking and it even enables players to steer the plot towards certain conclusions. Ultimately, though, the missions tend to blur into each other, while the control system throws up as many problems as the on-screen enemies. It's good, but is it for you? We shall see... ■

Steve Merrett



**Line up the target**  
and let loose the cannons of airborne war



### + POINTS

- ♦ Fast-paced dog-fighting
- ♦ Impressive level of detail
- ♦ Fans will love it

### - POINTS

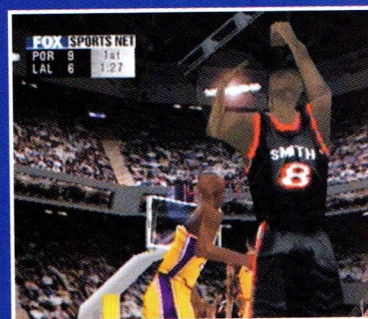
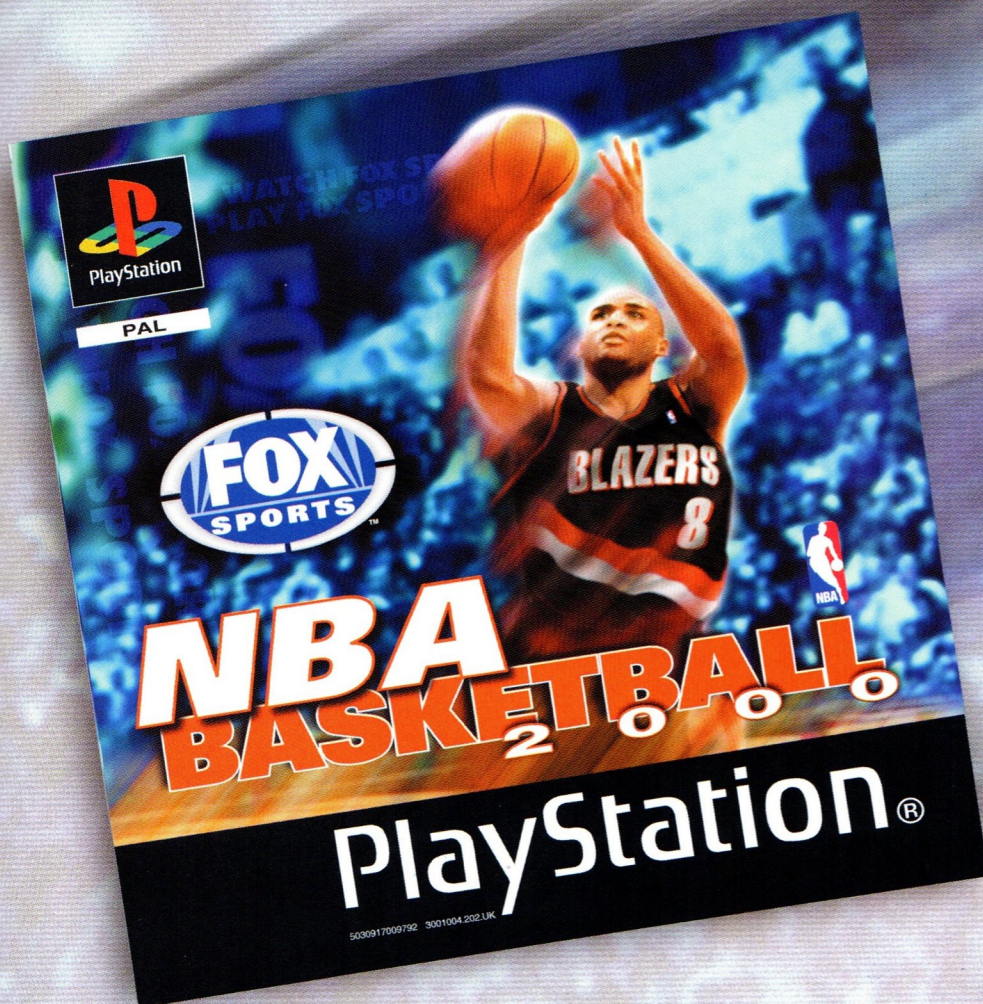
- ♦ Over complex controls
- ♦ Repetitive action scenes
- ♦ Some very weak missions

### ! ADVANCE WARNING

Namco have struffed themselves in the foot by using *Ace Combat 2*'s expert control system as the basis for the third game. *Ace Combat 3* certainly has potential but the samey dogfights and the fiddly controls work against it



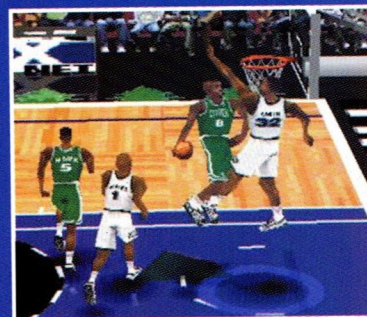
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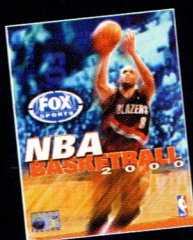
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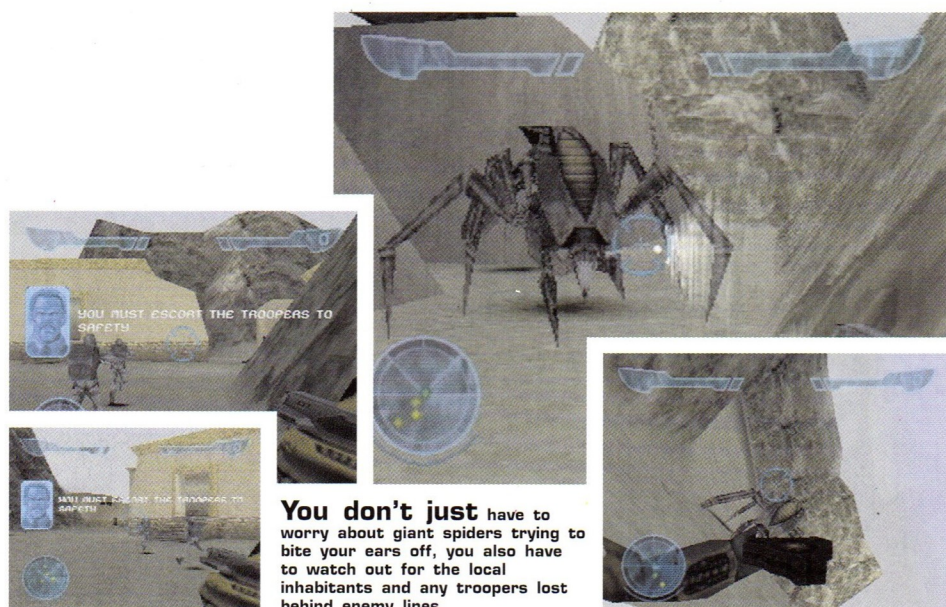
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# Armorines: Project S.W.A.R.M.

IF A TEN-FOOT HIGH SPIDER IS YOUR IDEA OF A NIGHTMARE, THEN THIS FIRST-PERSON SPIDER-SWATTER COULD BE THE TICKET...



You don't just have to worry about giant spiders trying to bite your ears off, you also have to watch out for the local inhabitants and any troopers lost behind enemy lines

**C**K, it's earth invasion time again. The human race is under attack from giant insects, *Starship Troopers*-style. These muthas are big, clever and, most importantly, hungry for human flesh. They'll stop at nothing. So far all normal military action has failed against the bugs – you see they secrete toxins that can kill a man in seconds. The only hope for humanity is an experimental nuclear-powered suit and you, the lone Armorine who must wipe out the evil alien threat. That is if you don't get your head chewed off first...

*Armorines: Project S.W.A.R.M.* is based on a popular US comic of the same

You will have to rescue POWs, take out alien installations and destroy a number of enormous boss insects. Levels take place over a number of diverse environments including deserts, arctic regions, rainforests and even volcanoes.

But you don't have to play alone. One of *Armorines'* best features is a two-player co-operative mode, something that is often overlooked by developers of first-person shooters and a feature that will make *Armorines* unique. A four-player Deathmatch Mode will also be included, so anyone who has developed a taste for this style of game since *Quake II* will be chuffed to bits.

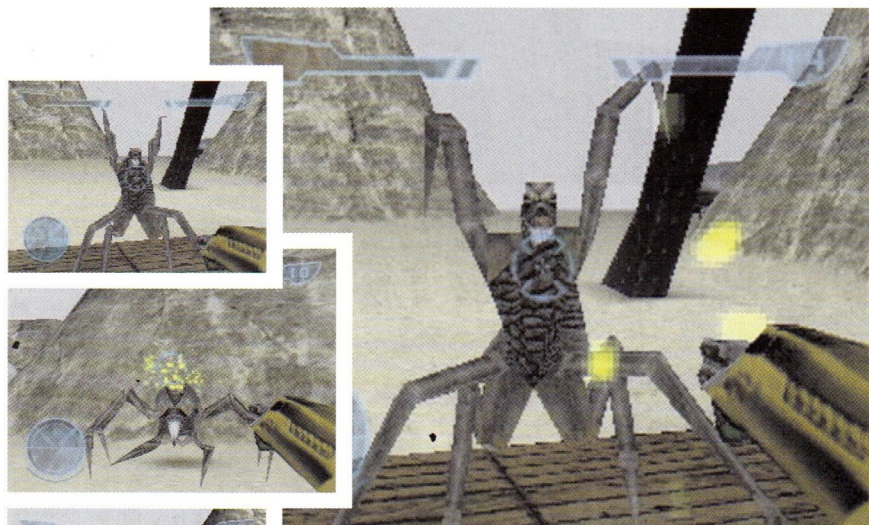
The varied and ultra-destructive weaponry will be a big part of the game and there are some monster weapons to dispatch the arachnid invaders off to insect hell. These change from mission to mission and include all the usual rocket launchers, plasma guns and so on. You will also be able to find secret weapons and steal the insect's guns and let them have a taste of their own medicine.

*Armorines: Project S.W.A.R.M.* is due to be released in the spring and with a lack of quality shooters on PlayStation is sure to be a hit. Especially with anyone who cowers at the sight of a spider in the bathtub...

Nick Jones

## WATCH OUT FOR...

THE BLOODY GREAT INSECTS (OBVIOUSLY)



In case you haven't been paying attention, we just got our asses kicked... There are an impressive number of insects running around in *Armorines* and they're intelligent too. They don't just follow you when attacked, but often wait for you to make the first move and even hide high up on rock faces. The insects also respawn, giving the impression that you are under attack from an entire army of the critters. It all keeps you constantly on your toes and up to your neck in insect goo...

"There are some monster weapons to dispatch the arachnids"

name and is a first-person shoot 'em up big on action, guns and lots of gore. The game is mission-based and a set of objectives have to be reached to succeed on each of the levels.



### + POINTS

- *Starship Troopers*: the game
- Unique co-operative mode
- Intelligent enemies

### - POINTS

- How can it better *Quake II*?
- Loading interrupts levels
- Basic graphics

### ! ADVANCE WARNING

Although *Armorines* has an original and cinematic setting, the gameplay is hardly original. The graphics are looking a bit copy at the moment but with *Quake II* as its only competition, it has the potential to be a hit



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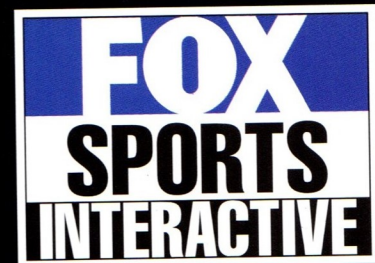
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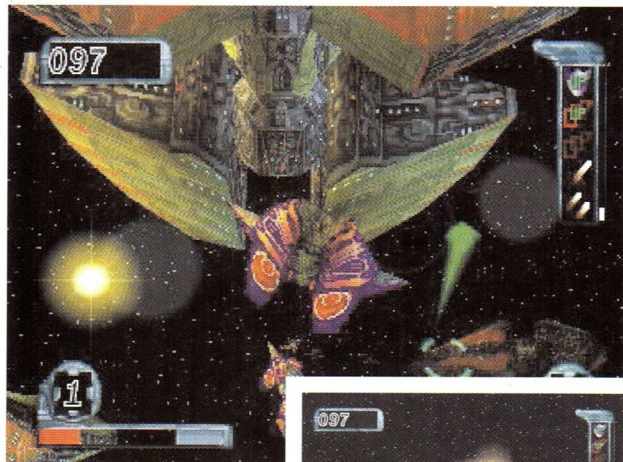
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# Space Debris



IT MAY BE AN INFINITE UNIVERSE, BUT THERE'S PLENTY OF TWISTED METAL FLYING AROUND THIS CORNER OF IT



Although space combat is significant, many levels are set on planet surfaces and there is great environmental diversity to keep you on your toes



In the arcade levels there's a fixed camera that pans while you battle different aliens. Destroy an entire wave and you will be rewarded with a power-up to boost health or shields

Halfway through the opening level of *Space Debris*, you'll be asking yourself what on earth all the cheesy plot build up and cut-scenes are about (slap down Johnny Alien and save the galaxy) when the game is clearly just 3D *Space Invaders*. But like a precocious child, you find that you've spoken too soon.

*Space Debris* has alternate elements of pure arcade shoot 'em up and free-roaming space combat. Add to this six pilotable ships (including one land-based Mech), weapon upgrades for each and unusual tactical demands for the genre and you have a far more complex game than is initially apparent. With fixed route 3D arcade action that matches that of *R-Type*, free flight obviously influenced by the *Star Wars* films and a developer pedigree that includes *Darklight*, *Space Debris* offers plenty more than the vacuous junk the title could imply.

Progressive levels are cunningly constructed to nudge your brain into mastering the full range of controls. Initially it's fine to just steer and blast, launching the occasional secondary and tertiary weapon (missiles and smart bombs) at larger ships and debris. On a later time-based mission, comprehension slowly dawns that the deceleration shoulder

button does have a purpose. It enables more missiles to be launched at advancing Mechs on each run, so that the base can be saved before they pound it in. Next you find that the banking buttons are the only sensible way to negotiate spawning tentacles that burst skywards and that manual firing pulses faster laser bolts than constant button depression and

**"It offers plenty more than the title would imply"**

you can designate missile targets before launch.

Of course, it's all there in the manual, but the developers have realised that you'll jump in without too much study and have crafted the level progression to teach you without it feeling like a lesson. By mid-game, you'll be familiar with the purpose of all the controls and be using them tactically.

With an epic orchestral score, alternate game styles and good craft and weapon variety, *Space Debris* may well be worth salvaging when it drifts into your quadrant. ■

Steve Brown

## WATCH OUT FOR...

### THE KICK-ASS SPACE-BOSSSES...



The stars of the show are undoubtedly the end-of-level bosses. One of the team's concerns was to present bosses that don't just increase in size, but force tactical rethinks. Handling the polygons was a challenging development issue and Rage really pushed the technology to get maximum model and transparency size without slowing frame rate.



#### POINTS

- Arcade-style for reaction play
- Free-flight for tactical play
- Challenging level bosses

#### POINTS

- Often have to replay levels
- Smallish free-flight arenas
- Too difficult on Easy

#### ADVANCE WARNING

*Space Debris* is an explosive cocktail of pure 3D arcade action and free-roaming space combat. The cheesy plot is endearing, with a stereotype for everyone and the soaring music and trench-run scenes will please *Star Wars* fans



## Eagle One: Harrier Attack

**Publisher:** Infogrames  
**Developer:** Glass Ghost  
**Number of players:** One to two  
**Release date:** April

**E**agle One: Harrier Attack looks like it'll be the closest thing the PlayStation has to an actual flight simulator. Developers Glass Ghost have managed to successfully recreate the feeling of flying a Harrier jet without making the controls over complicated.

The planes, including enemy MIGs and the like, are beautifully-realised,



**Fire and forget** weaponry occasionally makes for pretty graphics but less than exciting gameplay

although the landscapes are less impressive. Newsreel footage has also been included between missions, giving the game

a very realistic and gritty feel. Two-player support is also included, although the Versus Mode can be extremely dull. ■



Games of this sort are few and far between. It won't appeal to everybody but certainly shouldn't disappoint those who fancy it

## South Park Rally

**Publisher:** Acclaim  
**Developer:** In-house  
**Number of players:** One to two  
**Release date:** March

**J**ust when you thought there wasn't a single product left in the universe without a South Park license, along comes a PlayStation racing game. Oh good.

Fans of the series will no doubt find the limited number of speech samples and fart sounds amusing, it's the same formula as the show after all. Those of you looking for a



**Crashes are frequent** as knowing which way to go is as difficult as steering your chosen vehicle

decent racing game, however, are probably going to be better off looking elsewhere. Maybe the remaining development

time will see the dodgy handling, graphics, difficulty curve and level of humour being sorted out, but it's doubtful. ■



The words 'cash' and 'cow' spring to mind. Limited humour plus limited gameplay equals limited appeal as far as PSM is concerned

## Mary King's Riding Star

**Publisher:** Midas  
**Developer:** In-house  
**Number of players:** Up to four  
**Release date:** January

**A**ny game which offers you the chance to "Muck out his stable" and "Groom him until he shines" is naturally going to be on the receiving end of a few laughs when it arrives at PSM Towers – as is the poor sod elected to preview it. Basically Riding Star offers you the chance to ride a horse, but first you have to look after it by performing all



**Love it, wash it, muck it out...** The options are endless, and after all that you might even get to ride it

of the mundane and dirty tasks you'd loathe doing in real life.

There are plenty of different events to try

your hand at but even the young girls this is so obviously aimed at will find the gameplay limited and repetitive. ■



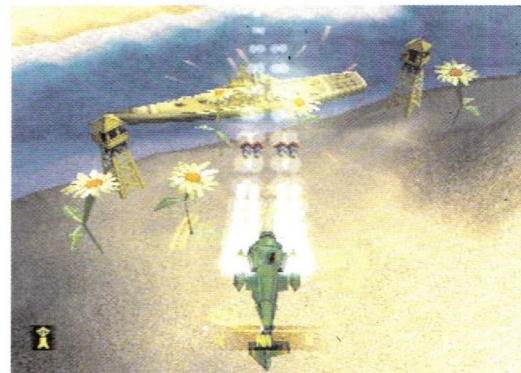
A limited product designed for a limited audience. Gran Turismo with horses? PSM would have to disagree at this stage

## Army Men: Air Attack

**Publisher:** The 3DO Company  
**Developer:** In-house  
**Number of players:** One to two  
**Release date:** March

**T**he little green men are back, and this time they're flying little green helicopters in a game reminiscent of the Strike series.

The mission-based gameplay is fast and frantic as you take on the tan army using a selection of choppers, your choice of gunner, and even natural objects such as strawberries and apples, which can be dropped via



**Take on the tan army** Airwolf-style with your choice of chopper, co-pilot and special weapon

your win. The missions are surprisingly varied and there's also Two-Player, Co-Operative and Deathmatch Modes to

have a go at. Army Men: Air Attack is a little less complex than the Strike games but could prove every bit as addictive. ■



Army Men: Air Attack is a game that doesn't fall into the trap of taking itself too seriously and as a result is great fun



THE SHAPE OF THINGS TO COME

# THE SHAPE OF THINGS TO COME...

SONY





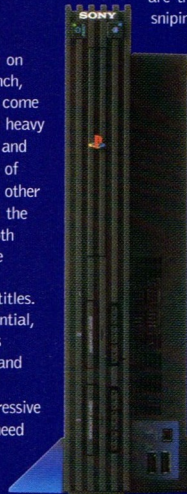
With the forthcoming launch of PlayStation2 and an unprecedented number of quality games for PlayStation1, PSM looks into the bright bright future that is year 2000...

WORDS: Pete Wilton ILLUSTRATION: Kev Jenkins

## SCEE

Naturally enough all eyes will be on PlayStation2's September launch, but there's still plenty more to come on Sony's schedule for PlayStation. The heavy hitters are, of course, **Gran Turismo 2** and **Final Fantasy IX** – with the 500 cars of one and the gargantuan renders of the other likely to push PlayStation hardware to the limit. Only a fool would bet against both shooting straight to number one in the charts and sticking there. In between, however, are secreted a host of solid titles. **Syphon Filter 2** has buckets of potential, while expectations are that Psygnosis follow-ups **Colony Wars: Red Sun** and **Rollcage Stage II** will dazzle with grander designs and even more impressive effects. Action game fans have no need to feel left out either as **Ehrgeiz** and **Jackie Chan's Stuntmaster** enter the 3D fight arena while if

it gets a release, spy-athon **Chase The Express** hopes to be the next **Metal Gear**. Making up the rearguard are the dog-fighting **Ace Combat 3**, the terrorist-sniping **Time Crisis Alpha** and snow surfer **Cool Boarders 4** with **MediEvil 2** thrown in for ghoulish good measure. Something for the sprogs? Perhaps **Team Buddies'** four-player arcade action will keep little paws occupied. RPG purists can celebrate too as **Legend Of Legaia**, a combat heavy adventure, the atmospheric **In Cold Blood** and the retro-tastic **Star Ocean: The Second Story** make an appearance. All this and Sony still have room for **Space Debris**, **Tiny Tanks** and **Shadow Madness**. Still, these titles are merely the first course before Sony's September banquet as PlayStation2 launches with **Gran Turismo 2000**, **Ridge Racer V** and **Tekken Tag Tournament** queuing up to christen the new format – **WipeOut 4** could show how fast PS2 really is. After 12 months of consolidation for SCEE, 2000 will be their biggest year since 1995, the birth of the PlayStation.



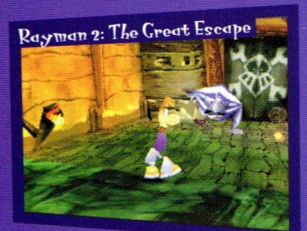
## Virgin

Dwindling in output a little, Virgin still have a few choice morsels. There's the turn-based strategy title **Master Of Monsters** and odd 3D action from **Rising Zan** that stars a gun-toting, katana-wielding samurai warrior. The firm's lunch money, however, has to be on **Marvel Vs Capcom** and **Street Fighter EX3** (PS2) resurrecting past glories.



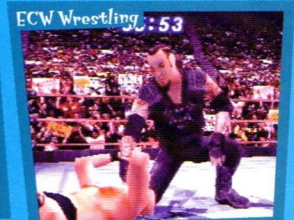
## Ubi Soft

Their release list may be small, but it's important for this publisher from across the channel. **Official F1 Grand Prix** will have to cope with stiff competition from the likes of **F1 2000** while **Rayman 2** tries to make a star of its armless platform hero.



## Acclaim

You could be forgiven for thinking that Acclaim have relocated to South Park (yes **SP Rally** is coming) but there is life outside Kyle's home town. Most likely to impress is comic-book blast **Armorines S.W.A.R.M.**, a first-person bug hunt where the bugs in question happen to be big, mean and alien. If speed is more your style then arcade racer **Vanishing Point** might do nicely with some of the slickest graphics yet seen on PlayStation, while brutal grappler **ECW Wrestling** has some of the nastiest. Moving swiftly on to PlayStation2 is **Ferrari 360 Challenge**, soon to be followed by a conversion of the PC hoverboard game **TrickStyle 2**.





# THE SHAPE OF THINGS TO COME

## Eidos

Not content with grabbing the headlines (not to mention the covers) in 1999, Eidos intend to press home their advantage with four massive titles. As far as PlayStation goes their biggest game has to be **Resident Evil 3**. Having snatched the license right out from under Virgin's nose Eidos must be chuffed that the zombies return with sharper features, gorier innards and (gasp) the ability to climb stairs. Then there's further demonic business in **Soul Reaver 2**, a franchise guaranteed to extend over both consoles. The shock of the new is likely to be administered by **Fear Effect** (aka *Fear Factor*), a film-noir-meets-manga-action adventure. Cunningly combining rendered backdrops and 3D characters, and featuring more plot twists than a month of *EastEnders*, *Fear Effect* is an impressive, pacy, videogame thriller. This quartet is finished off by one of the most important titles under development for PlayStation2, a game starring **Ms Lara Croft**. Yet even before *Resi 3* can lick its wounds, news is that *Resi 4* and *Dino Crisis 2* are on the way. *Gex 4* may court the ankle-biter vote but PSM's tip is **Commandos 2**, a stunning realtime WWII strategy affair. Licenses play a big part in the rest of the firm's PlayStation plans with **Formula 1 World Grand Prix** lining up on the grid beside EA's *F1 2000* and **UEFA Champions League 2000** taking on *ISS Millennium*. Having recently acquired the rights to Sydney 2000 we can also expect a multi-event Olympic Games title. The sheer number of quality Eidos releases suggests that this year they'll be second only to SCEE in terms of clout.

Resident Evil 3: Nemesis



Olympics



## 3DO

Hoping that this will be their breakthrough year as a PlayStation publisher, 3DO's strategy is to marshal the franchises that have done well for them in the PC sector. **Army Men: Air Attack** and **Army Men: Sarge's Heroes** are toy warfare aimed at your little army cadets. The action RPG **Crusaders Of Might And Magic** could make more of an impression with its emphasis on real-time action and complex plot lines. 3DO have recently picked up Anco's **Player Manager 2000** to lend a sporty theme while **Battle Tanx** promises tin cans exchanging shells at 30 paces.

Army Men: Air Attack



Crusaders Of Might and Magic



## EA/Fox

Except for the *FIFA* hard-sell, Electronic Arts have had a relatively quiet 12 months. On paper year 2000 doesn't look like being much different but no-one's writing off this European super-publisher just yet. The performance of three games could make a difference; **Die Hard Trilogy 2**, **Planet of the Apes** and **F1 2000**. Everyone loved the first *Die Hard Trilogy* with its mix of shooting, driving and 3D adventuring, but can the sequel really deliver the same thrill two years on? *Planet Of The Apes* is the joker in the pack as its mix of puzzling and gorilla bashing might enslave us. *F1 2000*, of course, could

Die Hard Trilogy 2



Planet Of The Apes



be huge but will have to fight off the strongest field of rivals yet. **Theme Park World** and **Dune 2000** should keep strategy fans occupied, while the rest of the line-up is predictable enough with **Supercross 2000**, **NHL 2000**, **Rugby 2000** and **Road Rash Unchained** for PS2. EA's other PS2 game, **X-Fire**, looked suspect at the Tokyo Games show but still has time to improve. Oh, and there's something called **FIFA 2001**, just in case you were wondering.

## GTi

The recent buy-out of GTi by Infogrames has shed little light on the fate of the eagerly-anticipated conversion of PC smash **Unreal**. While it certainly has the ability to knock *Quake II* off the best first-person shooter podium the firm have yet to produce a playable demo. It can't be bad, however, if your fall-back position involves bringing out **Driver 2**, a sequel to the genre-breaking free-form driving game, and more politically incorrect carnage in **Duke Nukem: Time To Kill 2**. Even better news is that **Driver 3** and two new *Oddworld* games – **Oddworld: Munch's Oddysee** (3D platform/adventure) and **Oddworld: Hand Of Odd** (real-time strategy) – are currently being worked on for PlayStation2. Irony aplenty as 2000 has/had the potential to be GTi's biggest year.

Duke Nukem: Time To Kill 2



Driver 2



Oddworld: Munch's Oddysee



## Midway

Midway look set for a new start as a UK publisher sees them enter the fray with the arcade fister **Ready 2 Rumble**, which boasts plenty of moves and slick graphics. **Hydro Thunder** is a brave

stab at a boat racer (remember *Rapid Racer* anyone?), while they've had a good rummage down the back of their sofa for old arcade games to fill their **Party Pack** – that's obviously where they dug-up **MK Trilogy** too...

Ready 2 Rumble Boxing



Hydro Thunder





## Take 2

**B**ig in PC-land, Take 2 are keen to make it over here with a rag-bag of licenses and sequels. *The Blair Witch Project*, *Austin Powers* and *Kiss: Psycho Circus* almost defy description, while the strategical *Spec Ops* and *Railroad Tycoon 2* are the sensible option. A *GTA 3D* title for PS2 is PSM's choice while the news that Rockstar will be powering up *Duke Nukem* for PS2 (see page 15) means Take 2 are on the up and up (and possibly up).

The Blair Witch Project



Kiss: Psycho Circus



## Empire

**H**erding hasn't inspired many games but its appearance in *Spyro 2* suggests that Empire's *Sheep* could work. Starting with 30 idiotic walking fleeces your job is to guide them through 16 hazardous levels by a mixture of cunning and brute force. Less off-the-wall fare comes in the shape of *Ford Racing*, a 12-car manufacturer-licensed driving game. You could drive balls in *The Golf Pro* and *International Cricket Captain* instead but if the sports of the present hold no appeal then maybe seeing if *Speedball 2100* can escape the curse of the future sports sim will be entertainment in itself.

Sheep



Ford Racing



# PlayStation2

So what's gonna be big on PS2? here's PSM's top ten games to look out for next September time...

### Gran Turismo 2000

**P**erfection on wheels returns with a heat haze and car models Quentin Wilson couldn't fault. Totally licensed, totally desirable, totally unmissable.

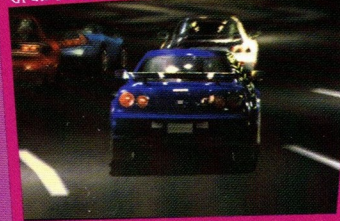
SCE

### Ridge Racer V

The old lady of PlayStation turned into a spritely sexpot, with arcade thrills now backed up sublime realism. Fantastic car physics, pop-up headlights, sparks, smoke and speed. Vroom, vroom etc...

Namco

Gran Turismo 2000



Ridge Racer V

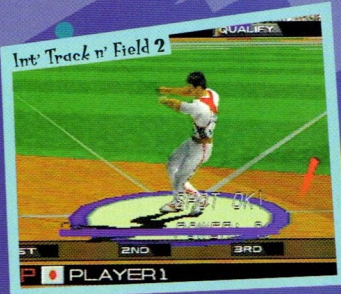


## Konami

**A**fter the huge critical and commercial success of *Metal Gear Solid* and *Silent Hill* this year it's likely that Konami will have a slightly lower profile in 2000. Nevertheless this award-winning publisher has several potential best-sellers in the pipeline. Perhaps their most surprising offering will be a conversion of their *Dance Dance Revolution* arcade game with the potential to cause outbreaks of body popping in a million living rooms. Quite how well this will translate from a floor-pad hopping coin-op is unclear, but it'll be in good company with the long-awaited arrival of Konami's DJ-sim, *Beatmania*. Audience participation is definitely required for button-



bashing sequel *International Track & Field 2* featuring 15 events guaranteed to test your stamina and timing. While a *Final Fantasy IX*-beater may not be on the cards there is a double whammy of RPG action with both *Suikoden 2* and *Vandal Hearts 2* up for release. *Suikoden 2* boasts a cast of 108 and *Vandal Hearts 2* promises 120 different types of weapon and armour that should spice up those battle sequences. The two big unknown quantities are *Konami Rally* and *ISS Millennium*. *Konami Rally* is set to go head-to-head with *Colin McRae 2* and aims to provide the maximum amount of drops and inclines, while *ISS Millennium* is the working title for a complete re-vamp of the *ISS* footy franchise. Less mysterious is *NBA In The Zone 2000*, the latest in their basketball game series. For Konami, much depends on whether their top end PlayStation titles can make a splash in an increasingly-saturated marketplace.



### Eternal Ring From Software

Lose yourself in a realtime 3D RPG. The heroic Cain must find 100 rings, but where are they hidden? Fight to uncover the truth.

### Dark Cloud SCE

Clamber aboard a flying carpet and hop from island to island creating villages in an attempt to stem the tide of evil. Lovely scenery.

### Oni Musha

A samurai epic (2000 character battles anyone?) featuring stealth, swords and puzzles. Can you defeat the evil Ota Nobunga? Hai!

Capcom

### Tekken Tag Tournament

Feel like you're playing a rendered cut scene with the lightning-fast lighting-heavy neon reflecting fighter. Tag - it's it!

Namco

Tekken Tag Tournament



### Street Fighter EX 3

Under-rated 3D *Street Fighter* spin-off could finally silence its critics with a tactical beat 'em up that looks as good as it scraps.

### The Bouncer

Could be that cinematic gang warfare thriller you've always wanted. Expect multiplayer fights and the finest visuals ever.

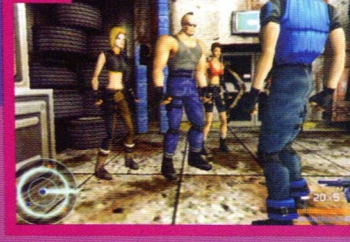
### 500 GP

Hot from the arcades is the super-bike game that makes the most of the leaning, swerving two-wheeled action. Real riders, real smart.

### X-Fire

A first-person adventure that, while not looking graphically stunning at present, boasts a strong plot and buckets of hefty machine guns.

X-Fire







C&VG 5/5



9/10



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Codemasters™

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# Infogrames

**H**aving hoovered up Gremlin and Accolade this year, Infogrames go into 2000 with one of the biggest line-ups of any publisher. It's hard to say out of this vast selection which titles will make an impact.

**N.GEN** is our tip, an airborne racer that with short-cuts, upgrades and 38 aircraft.

Could be *Gran Turismo* with wings. Then there's **Gekido**

a 3D story-driven beat 'em up and **Ronaldo Soccer**, a game based around the Brazilian superstar. **Premier Manager 2000** should take up the chant against *Player Manager 2000*

while **Eagle One: Harrier Attack** is another attempt to bring a flight simulator to PlayStation, complete with Two-Player Mode. No less than three

**Test Drive** games swell the ranks with **Test Drive 6**, **Test Drive Off-Road 3** and **Test Drive Cycles** all due. Extreme roadists may favour **Radikal Bikers**. For sheer nostalgia value, however, who wouldn't warm to the multiplayer **Wacky Racers** that should finally make it over

from Japan complete with sticks of dynamite and all manner of dastardly contraptions. In line with their strategy to gobble up the games market Infogrames ended 1999 by buying GTI. It will be interesting to see how they handle the red-hot **Driver** series on PSs 1 and 2.

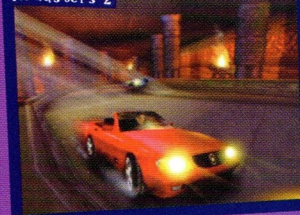


# Titus

**S**till largely inconspicuous in the PlayStation market, Titus are determined that partners Virgin and Interplay shouldn't have all the fun. To that end **Robocop** gets de-scaled and readied for battle, while **Top Gun** flirts with leaving Terra Firma. Most responsibility, however, rests on the promising **Roadsters 2** for PlayStation2.

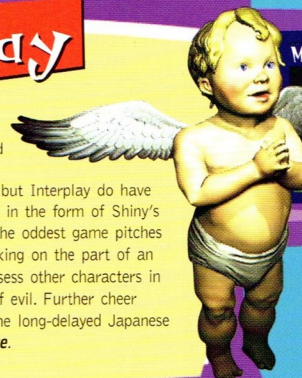


Roadsters 2

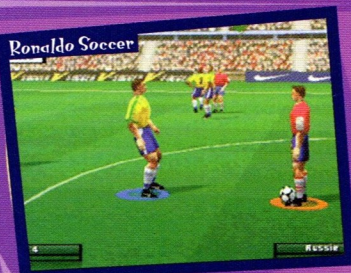
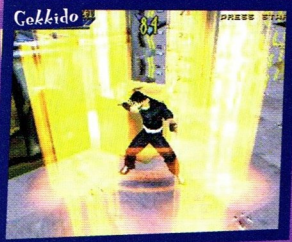


# Interplay

**N**ot the best of times for the third member of the Titus/Virgin conglomerate but Interplay do have a possible ace in the hole in the form of Shiny's **Messiah**. Surely one of the oddest game pitches ever, **Messiah** has you taking on the part of an angel baby who can possess other characters in order to rid the world of evil. Further cheer might be provided by the long-delayed Japanese RPG **Baldur's Gate**.

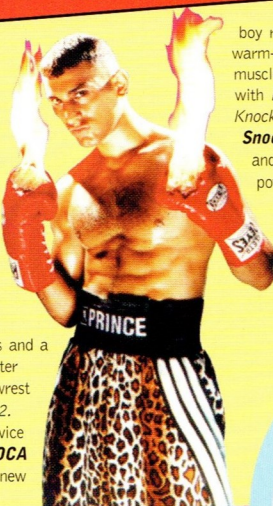


Messiah



# Codemasters

**C**odemasters have risen to prominence in 1999 as the PlayStation's most consistently innovative games publisher by delivering the sleeper hits **LMA Manager** and **Music 2000**. This time around there's a more focused look to their line-up as the UK firm concentrate on sporty titles. **Colin McRae Rally 2** has to be the top of any gamer's wish list as the original turned off-road racing into an artform. 300 extra car polygons and a ton of intensive track design later and McRae is shaping up to wrest the No 1 spot from *V-Rally 2*. Meanwhile after a quick service in the pits expect to see **TOCA 3** return to the track and new



boy racer **Off The Road** to start its warm-up lap. Codemasters switch to pure muscle power for the rest of their releases with **Prince Naseem Boxing** trying to wind **Knockout Kings**, **World Championship Snooker** bringing the green baize to life and **Micro Machines** mutating into a leg-powered eight-player mini marathon called **Micro Maniacs**. Always surprising, the only thing guaranteed about Codies this year is that **LMA Manager 2** and **Music 2001** are waiting in the wings. Of course.

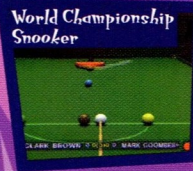
Colin McRae Rally 2



Prince Naseem Boxing



World Championship Snooker



Micro Maniacs





## Activision

Vigilante 8: 2nd Offense



**D**espite having given PlayStation owners *Quake II* it seems Activision aren't happy to sit on their laurels. First up is a follow-up to the under-rated drive-by shooter *Vigilante 8*, **Vigilante 8: 2nd Offense** is taking to the streets. More of a shock is the appearance of *Nightmare Creatures II* – the original was a horror to control, let's hope the sequel isn't as terrible. Good news for grinders is that skateboarder **Tony**

Spider-Man



**Hawk's 2** will be grazing the PS2's knees before long. Three comic book licenses also feature with the vampiric madness of *Blade*, *Spider-Man* (using *Tony Hawk's* engine, no less) while rumour has it that the long-awaited *X-Men* will be re-worked to tie in with the up-coming movie. PSM knows for certain that Activision have several big projects – not including *Star Trek: Red Squad* and the just-announced *Jedi Power Battles* – under wraps but we'll just have to wait and see whether these make their release schedule for 2000.

## Round-up

The best of the rest heading to PlayStation

Animaniacs Splatball	Ubi Soft	Flintstones Bowling	Ubi Soft	Scooby Doo	Ubi Soft
Asterix & Obelix	Cryo	Galarinas	Crave	Stunt GP	Hasbro
Casper 2	Sound Source	Great Train Robbery	SCI	The Italian Job	SCI
Digimon World	Bandai	Guardians Of Darkness	Cryo	Teletubbies	BBC
Duke Of Hagsend	TLC	Guilty Gear	System 3	Toshinden 4	System 3
Dukes Of Hazard	Ubi Soft	Mary King's Riding	Midas	Victory Boxing 3	JVC
		Prince Of Persia	TLC	Wild Wild West	Ubi Soft

## THQ

**O**ne of the strangest prospects in 2000 is wrestling-mad THQ resurrecting the *Evil Dead* film license after 18 years. **Evil Dead: Ashes 2 Ashes** is a cinematic horror yarn that involves much blood-letting with chainsaws and shotguns. A rival for *Resident Evil 4*? We remain to be convinced. Otherwise the crawling classes get a *Rugrats* sequel and (no escaping it) *MTV Extreme* and *WWF Smackdown* threaten to pin you to the virtual canvas.

Evil Dead 2: Ashes 2 Ashes



Rugrats 2



## Top 10

PSM's very own top of the PlayStation pops. Smash hits all!

- 1. Colin McRae Rally 2** Off-road classic gets PS tune-up.
- 2. Driver 2** New cities for this sequel to glorious getaway game.
- 3. Final Fantasy IX** RPG to stretch console to its limits.
- 4. In Cold Blood** Broken Sword for grown-ups? Thrilling.
- 5. Konami Rally** Metal Gear on four wheels. Maybe.
- 6. Jedi Power Battles** Star Wars intelligent scrapathon.
- 7. Syphon Filter 2** Sleeper hit shooter is re-awaken.
- 8. Unreal** PC first-person blast attacks PlayStation.
- 9. X-Men** Could be a big hit if rejigged for the movie.
- 10. ?????**

What game for PlayStation1 (NOT PS2!) do you think should finish our Top 10? Write in to **Y2K Top 10** at the usual PSM address and, if your entry agrees with PSM's panel of experts, win a copy of that game before it's even in the shops! All usual competition rules apply (see page 154).

Colin McRae Rally 2



In Cold Blood



Unreal



X-Men





Codemasters



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c: Netscape Online

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tab colour code

DRIVING GAME

ADVENTURE GAME

BEAT 'EM UP

SHOOT 'EM UP

RPG

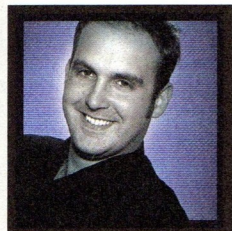
SPORTS GAME

STRATEGY GAME

# TOP SECRET

THIS MONTH, GUIDES TO THE PHANTOM MENACE AND LMA MANAGER, PLUS YOUR QUESTIONS ANSWERED ON GTA2, QUAKE II AND FIFA 2000

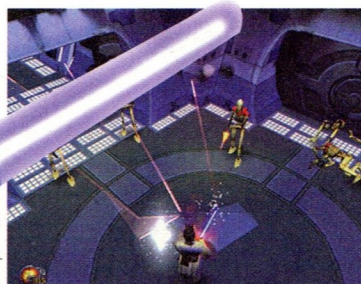
## WELCOME...



Young Calvert revelled in his criminal skills this month, muttering about "motors", "mean city

streets" and "bent rozzers round every corner". Which would've been fine if he'd been tipping *GTA2* but he's been playing *Spyro 2*... Organised crime? As if...

Dan Mayers



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OFFICIAL SOLUTION!

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**V-Rally 2** . . . . . 70

## TIP OF THE MONTH

*GTA2*'s generating sackloads of mail this month and thanks to DMA Designs' use of in-game codes a la the original *GTA*, we're able to dish out a few passwords.

All of the following codes must be entered on the player name screen. It's possible to delete them afterwards, secure the cheat and then enter another cheat, or even your own name. Feel free to use as many of them as you like.

**ITSALLUP** - Make all levels available including bonus missions.

**NAVARONE** - Give all weapons with maximum ammunition.

**LIVELONG** - Permanent invincibility.

**LOSEFEDS** - No Police presence on levels whatsoever.

**DESIRES** - Maximum wanted level.

**HIGHFIVE** - Multiplies all scores by five.

**BIGSCORE** - Awards you 10,000,000 points.





REQUESTED BY SAM BENNETT OF READING

## QUAKE II

Let us know how you get on  
— or not — with these TNT tricks.



REQUESTED BY RICHARD KEEL OF WORCESTER

## MGS SPECIAL MISSIONS – THE MYSTERY LEVELS

**LEVEL 05:** To get ahead of the fleeing criminal, don't follow him. Instead, turn right, then take the first left and go along the passage that starts at the top left corner of the open area. This is a short cut to the exit allowing you to arrive there

**LEVEL 10:** Kick the door open at the end of the corridor. All you have to do then is to wait for the five minute time limit to expire.





## AKILIT THE HEARTLESS

Pause the game, hold **F2** or **F3** and press **←**, **↑**, **↑**, **△**, **→**, **○**, **←**, **△**, **↑**, **↓**, **→** to open up the debug menu. For invincibility, pause the game and hold **F2** or **F3**, then press **→**, **↑**, **←**, **△**, **×**, **↑**, **○**, **←**. Pick up unlimited spirit spells by hitting pause and holding **F2** or **F3**, then **←**, **△**, **←**, **↑**, **○**, **↑**, **↑**, **↓**.

DUKE NUKEM: TIME TO KILL

For level select pause the game and press  $\downarrow$  nine times, then  $\uparrow$ , then exit the game. There are loads of cheats, simply pause and key in these codes.

In these codes:  
Invincibility: L2, R1,  
L1, R2, ↑, ↓, ↑,  
↓,  /   
SELECT SELECT

Infinite continues:  $\leftarrow$ ,  
 $\rightarrow$ ,  $\uparrow$ ,  $\leftarrow$ ,  $\rightarrow$ ,  $\downarrow$   
 $\leftarrow$ ,  $\rightarrow$ , **L1**, **R1**

Invisibility: **L1**, **R1**,  
**L1**, **R1**, **L1**, **R1**, **L**

R1, L1, R1  
Unlimited ammunition! ←  
→, ←, →, SELECT, ←

→, ←, →, SELECT  
All weapons: L1, L2, R1, R2, R3, R4, R5, R6, R7, R8, R9, R10, R11, R12, R13, R14, R15, R16, R17, R18, R19, R20, R21, R22, R23, R24, R25, R26, R27, R28, R29, R30, R31, R32, R33, R34, R35, R36, R37, R38, R39, R40, R41, R42, R43, R44, R45, R46, R47, R48, R49, R50, R51, R52, R53, R54, R55, R56, R57, R58, R59, R60, R61, R62, R63, R64, R65, R66, R67, R68, R69, R70, R71, R72, R73, R74, R75, R76, R77, R78, R79, R80, R81, R82, R83, R84, R85, R86, R87, R88, R89, R90, R91, R92, R93, R94, R95, R96, R97, R98, R99, R100, R101, R102, R103, R104, R105, R106, R107, R108, R109, R110, R111, R112, R113, R114, R115, R116, R117, R118, R119, R120, R121, R122, R123, R124, R125, R126, R127, R128, R129, R130, R131, R132, R133, R134, R135, R136, R137, R138, R139, R140, R141, R142, R143, R144, R145, R146, R147, R148, R149, R150, R151, R152, R153, R154, R155, R156, R157, R158, R159, R160, R161, R162, R163, R164, R165, R166, R167, R168, R169, R170, R171, R172, R173, R174, R175, R176, R177, R178, R179, R180, R181, R182, R183, R184, R185, R186, R187, R188, R189, R190, R191, R192, R193, R194, R195, R196, R197, R198, R199, R200, R201, R202, R203, R204, R205, R206, R207, R208, R209, R210, R211, R212, R213, R214, R215, R216, R217, R218, R219, R220, R221, R222, R223, R224, R225, R226, R227, R228, R229, R230, R231, R232, R233, R234, R235, R236, R237, R238, R239, R240, R241, R242, R243, R244, R245, R246, R247, R248, R249, R250, R251, R252, R253, R254, R255, R256, R257, R258, R259, R260, R261, R262, R263, R264, R265, R266, R267, R268, R269, R270, R271, R272, R273, R274, R275, R276, R277, R278, R279, R280, R281, R282, R283, R284, R285, R286, R287, R288, R289, R290, R291, R292, R293, R294, R295, R296, R297, R298, R299, R300, R301, R302, R303, R304, R305, R306, R307, R308, R309, R310, R311, R312, R313, R314, R315, R316, R317, R318, R319, R320, R321, R322, R323, R324, R325, R326, R327, R328, R329, R330, R331, R332, R333, R334, R335, R336, R337, R338, R339, R340, R341, R342, R343, R344, R345, R346, R347, R348, R349, R350, R351, R352, R353, R354, R355, R356, R357, R358, R359, R360, R361, R362, R363, R364, R365, R366, R367, R368, R369, R370, R371, R372, R373, R374, R375, R376, R377, R378, R379, R380, R381, R382, R383, R384, R385, R386, R387, R388, R389, R390, R391, R392, R393, R394, R395, R396, R397, R398, R399, R400, R401, R402, R403, R404, R405, R406, R407, R408, R409, R410, R411, R412, R413, R414, R415, R416, R417, R418, R419, R420, R421, R422, R423, R424, R425, R426, R427, R428, R429, R430, R431, R432, R433, R434, R435, R436, R437, R438, R439, R440, R441, R442, R443, R444, R445, R446, R447, R448, R449, R450, R451, R452, R453, R454, R455, R456, R457, R458, R459, R460, R461, R462, R463, R464, R465, R466, R467, R468, R469, R470, R471, R472, R473, R474, R475, R476, R477, R478, R479, R480, R481, R482, R483, R484, R485, R486, R487, R488, R489, R490, R491, R492, R493, R494, R495, R496, R497, R498, R499, R500, R501, R502, R503, R504, R505, R506, R507, R508, R509, R510, R511, R512, R513, R514, R515, R516, R517, R518, R519, R520, R521, R522, R523, R524, R525, R526, R527, R528, R529, R530, R531, R532, R533, R534, R535, R536, R537, R538, R539, R540, R541, R542, R543, R544, R545, R546, R547, R548, R549, R550, R551, R552, R553, R554, R555, R556, R557, R558, R559, R560, R561, R562, R563, R564, R565, R566, R567, R568, R569, R570, R571, R572, R573, R574, R575, R576, R577, R578, R579, R580, R581, R582, R583, R584, R585, R586, R587, R588, R589, R590, R591, R592, R593, R594, R595, R596, R597, R598, R599, R600, R601, R602, R603, R604, R605, R606, R607, R608, R609, R610, R611, R612, R613, R614, R615, R616, R617, R618, R619, R620, R621, R622, R623, R624, R625, R626, R627, R628, R629, R630, R631, R632, R633, R634, R635, R636, R637, R638, R639, R640, R641, R642, R643, R644, R645, R646, R647, R648, R649, R650, R651, R652, R653, R654, R655, R656, R657, R658, R659, R660, R661, R662, R663, R664, R665, R666, R667, R668, R669, R670, R671, R672, R673, R674, R675, R676, R677, R678, R679, R680, R681, R682, R683, R684, R685, R686, R687, R688, R689, R690, R691, R692, R693, R694, R695, R696, R697, R698, R699, R700, R701, R702, R703, R704, R705, R706, R707, R708, R709, R710, R711, R712, R713, R714, R715, R716, R717, R718, R719, R720, R721, R722, R723, R724, R725, R726, R727, R728, R729, R730, R731, R732, R733, R734, R735, R736, R737, R738, R739, R740, R741, R742, R743, R744, R745, R746, R747, R748, R749, R750, R751, R752, R753, R754, R755, R756, R757, R758, R759, R760, R761, R762, R763, R764, R765, R766, R767, R768, R769, R770, R771, R772, R773, R774, R775, R776, R777, R778, R779, R780, R781, R782, R783, R784, R785, R786, R787, R788, R789, R790, R791, R792, R793, R794, R795, R796, R797, R798, R799, R800, R801, R802, R803, R804, R805, R806, R807, R808, R809, R810, R811, R812, R813, R814, R815, R816, R817, R818, R819, R820, R821, R822, R823, R824, R825, R826, R827, R828, R829, R830, R831, R832, R833, R834, R835, R836, R837

All items: R1, R1, R1

R1, R1, L2, L2, L  
L2, L2  
Extra damage: L2, R2,

L2, R2, L2, R2, L  
R2, L2, R2

Big headed Duke: **R1** x 9,  
Pin headed Duke: **R1** x 9,



REQUESTED BY JO TURNER OF PRESTON

## HOW TO... MAKE THE MOST OF CAR CRUSHING

### GTA2

The best way to get hold of weaponry and power-ups, and earn some cash in the process, is to take stolen vehicles to a crusher. You score points for stealing the car in the first place and once the vehicle has been recycled you're able to collect goodies from the conveyor belt.

Different vehicles become different things, so be sure to steal a good selection of cars to arm yourself for every eventuality. The scrap yards generally have roads nearby so there's no reason why you shouldn't camp out at them for a while. By the time the cops realise what you're up to you'll have enough weaponry to equip a small army. Below are a few vehicles to watch out for when you're crushing and the power-ups or weapons they earn you.

### DOWNTOWN AREA

Yakuza Miara

Rocket Launchers

Loonie Dementia  
Cop Car  
Aniston BD4  
Taxi  
B-Type

Invisibility  
Cop Bribe  
Get Outta Jail Free Card  
Double Damage  
Invulnerability

### RESIDENTIAL SECTOR

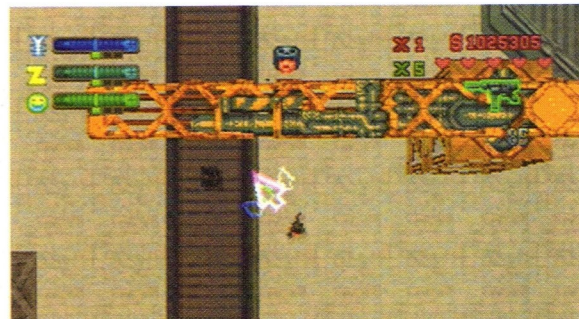
SRS Scientists Meteor  
Zaibatsu Z-Type  
Furore GT  
Benson  
Big Bug  
T-Rex

Invulnerability  
Silenced Uzis  
Rocket Launchers  
Electro Fingers  
Armour  
Electro Gun

### INDUSTRIAL SECTOR

Russian Mafia Bulwark  
Zaibatsu Z-Type  
Jefferson  
B-Type  
Maurice  
Rumbler

Shotguns  
Silenced Uzis  
Get Outta Jail Free Card  
Invisibility  
Health  
Fast Reload



## TOP TIPS

### MAX POWER RACING

6ti cars: Select Arcade Mode, highlight Rome and hit **(L1)**, **(L2)**, **(L3)**, **(L4)**.

Performance cars: Pick Arcade Mode, highlight UK and press **(L1)**, **(L2)**, **(L3)**, **(L4)**.

R/C cars: Select Arcade, highlight US, then hit **(L1)**, **(L2)**, **(L3)**, **(L4)**.

All tracks: Pick Arcade, highlight Africa, and hit **(L1)**, **(L2)**, **(L3)**, **(L4)**.

Reversed tracks: Complete all thirty tracks

### NEED FOR SPEED: ROAD CHALLENGE

Max out your money: Buy your car and pick High Stakes, Two-Player Mode saving when the prompt appears. Take out the Slot One card and insert it in Slot Two. The game thinks it's a new car and you can beat yourself and flog the car once the race is over. Super cop car: Choose a police car and use **(L1)** and **(L2)** to switch off the sirens. Follow the speeding motor, flick on the sirens at the last minute and nick him. Pick up ten tickets within the time limit and you'll get the super car Phantom car: Enter your name as Flash. Hot rod: Key in the name Titan. Police helicopter: Use the name Whirly.

REQUESTED BY CHRIS REDFORD OF CAMBRIDGE

## HOW TO... MEDDLE WITH MAGIC

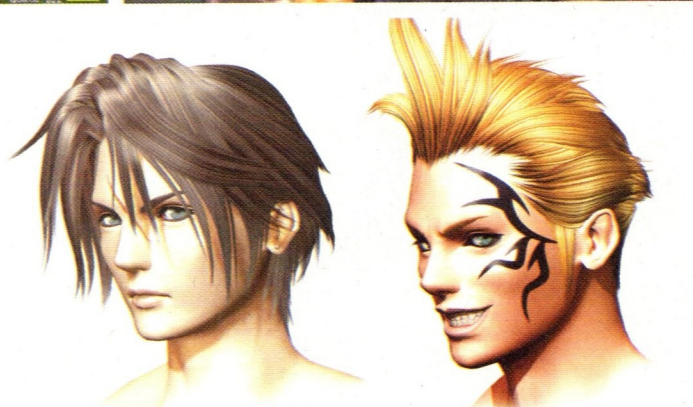
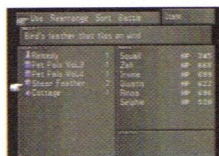
### FINAL FANTASY VIII

A lot of people have complained that the magic is a bit of a weak link in *Final Fantasy VIII*. It certainly doesn't appear to be as powerful as it was in the last game. But there are ways of making the most of the spells that are littered around.

The most important thing to remember is to stock up on spells whenever you can by using the draw facility. Priority spells should be anything that cures, anything that stops abnormal states and scan spells. The draw points are one place you can pick up easy spells, the other is in battle. It's vital throughout the game that you keep drawing whenever you're attacked. Not only can you choose which spells you want, you can also pick up more Guardian Forces and extra cards.

Remember that you can only draw once you've got hold of a Guardian Force, then you'll be able to experiment with the magic to get the best effects. A clever way of generating spells is to mix the Guardian Force abilities with a seemingly innocuous item. Try mixing the T Mag-RF ability with the Shear feather and you'll generate 20 Aeros to scatter about the party.

Use your magic sparingly, as you might waste a valuable spell on something that's unaffected by that particular element. But similarly don't rely on your elementals to do the job, or your SeeD ranking will go right down. Which is very bad.









# OFFICIAL UK PlayStation®

## POWERLINE

### THE LATEST CHEATS STRAIGHT FROM THE BRAIN AT SONY

**T**he Official PlayStation Powerline is a unique service holding a wealth of immediate gaming advice, available at the touch of a button. Can't see the cheat you want here? Give the Powerline a try. Just call the number below. Once connected press 0 to go to the game menu. Now just key in the five figure code printed top left on every game disc (and featured alongside the cheats here). If there are any tips and cheats, you'll hear them here, so have a pen and paper ready. Alternatively, phone the Powerline and wait to hear the range of other options including the latest release schedule. Just press the button required. What could be easier?



**CALL  
09064 765 765**

**PRESS 0 FOR THE  
GAME MENU**

**PRESS # FOR THE  
POWER MENU**

**ENTER THE FIVE  
DIGIT CODE  
LOCATED ON  
YOUR GAME DISC  
FOR INSTANT  
GAME HELP**

**ACCESS THE  
SOFTWARE  
RELEASE  
INFORMATION  
SECTION**

**Call the official Powerline on  
09064 765 765\***

\*Touch Tone activated service. Calls charged at 60 pence per minute. Please seek permission from the bill payer before calling. Service provider - Telecom Potential, P.O. Box 66, Clevedon, BS21 7QX

### CHOCOBO RACING

POWERLINE 02079

The following information will enable you to access all the hidden characters, which can then be used in Grand Prix Mode. Once you've completed Story Mode for the second time in succession, you have to race against Squall on the *Final Fantasy VIII* circuit. For each consecutive Story Mode race you run you'll be able to activate another hidden character by highlighting Squall on the character list and pressing the correct button combination.

#### ACCESS CID TANK

Complete Story Mode three times and press **L1** and **X** while Squall is highlighted.

#### ACCESS MUMBA

Complete Story Mode four times and press **L2** then **X** while Squall is highlighted.

#### FOR CLOUD

You must complete Story Mode five times then press **R1** and **X** while Squall is highlighted.

#### FOR CACTAUR

Complete Story Mode six times, press **L2**, then **X** while Squall is highlighted.

#### FOR AYA

Complete Story Mode seven times and press **L1** and **L2**, then **X** while Squall is highlighted.

#### GET HOLD OF THE CLASSIC CHOCOBO

You must complete Story Mode eight times and press **R1**



and **L2**, and then **X** while Squall is highlighted.

#### ACCESS SS INVINCIBLE

You must complete Story Mode nine times and press **L1** and **R1**, and then the **X** button while Squall is highlighted.

#### ACCESS JACK

Complete Story Mode ten times, press **L2** and **R2**, and then the **X** button while Squall is highlighted.

#### ACCESS TO THE EXTRA GAMEPLAY LEVELS AND MIRROR MODE

Just beat Story Mode twice to access the *Fantasia* and *Final Fantasy VIII* tracks, along with the characters Squall and Bahamut. Now select Grand Prix Mode and come first on the eight original tracks to access the Chocobo and Behemoth class race. Now beat the eight original tracks on Grand Prix Mode for a second time using the Behemoth class to access the Bahamut class. Do the same again using the Bahamut class, and you'll access the Mirror Mode, which reverses the eight original *Chocobo Racing* tracks via the options menu. Mirror Mode will work on all options except the Story Mode. That's a whole lot of Chocobo.

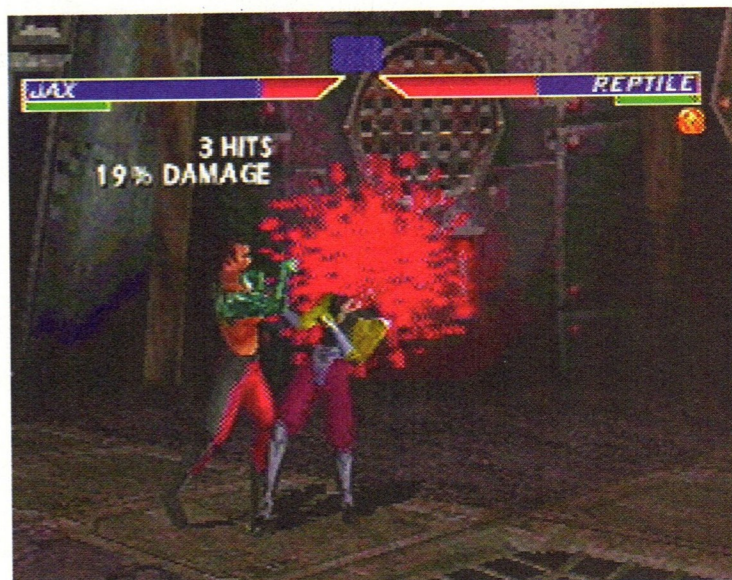
### MORTAL KOMBAT 4

POWERLINE 01349

The following cheat codes are all for use with the two player Kombat Mode. Enter the codes after both characters are chosen, on the battle-loading screen. Each







player has three boxes at the bottom of the screen. To select the number to place in each box, the following button configurations are used from left to right; the **X** button selects box number one, the **□** button selects box number two, and the **○** button selects box number three.

## ONE HIT WIN

Both players enter **1, 2, 3**

## NOOB SAILBOT MODE

Both players enter **0, 1, 2**

## RED RAIN

Both players enter **0, 2, 0**

## EXPLOSIVE KOMBAT

Both players enter **0, 5, 0**

## INFINITE WEAPON DRAWN

Both players enter **0, 0, 2**

## DISABLE THROWS

Both players enter **1, 0, 0**

## DISABLE MAX DAMAGE

Both players enter **0, 1, 0**

## NO THROW & DISABLE

## MAX DAMAGE

Both players enter **1, 1, 0**

## FREE RANDOM WEAPON

Both players enter **1, 1, 1**

## START WITH RANDOM WEAPON

Both players enter **2, 2, 2**

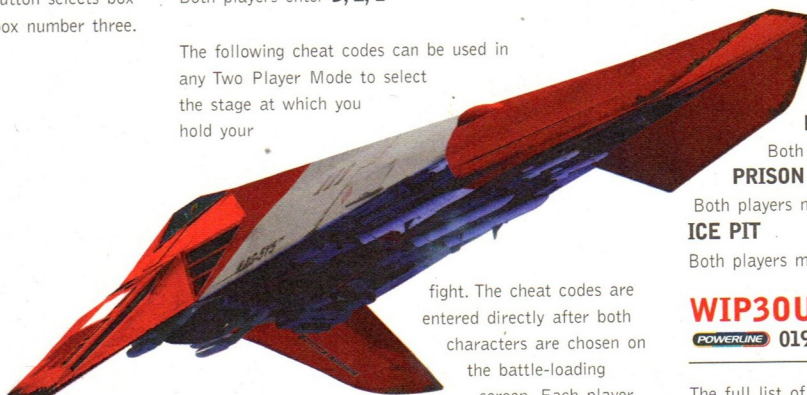
## START WITH WEAPONS DRAWN

Both players enter **4, 4, 4**

## BIG HEADS

Both players enter **3, 2, 1**

The following cheat codes can be used in any Two Player Mode to select the stage at which you hold your



fight. The cheat codes are entered directly after both characters are chosen on the battle-loading screen. Each player

has three boxes at the bottom of their screen. To select the number to place in each box, the following button configurations are used from left to right; again, the **X** button selects box number one, the **□** button selects box number two, and the **○** button selects box number three.

## GOROS LAIR

Both players enter **0, 1, 1**

## THE WELL

Both players must enter **0, 2, 2**

## ELDER GOD

Both players enter **0, 3, 3**

## TOMB

Both players enter **0, 4, 4**

## SHAOLIN TEMPLE

Both players enter **1, 0, 1**

## RAIN

Both players enter **0, 5, 5**

## SNAKE

Both players enter **0, 6, 6**

## LIVING FOREST

Both players enter **2, 0, 2**

## PRISON

Both players must enter **3, 0, 3**

## ICE PIT

Both players must enter **3, 1, 3**

## WIP3OUT

**POWERLINE 01909**

The full list of *Wip3out* cheats! After racing a circuit, enter these names for the following cheats.  
Enter **W, I, Z, Z, P, I, G** for the circuits.  
Enter **C, A, N, E, R, (SPACE), W** for the bonus circuits.  
Enter **J, A, Z, Z, N, A, Z** for the phantom.  
Enter **B, U, N, T, Y** for the tournaments.  
Enter **T, H, E, H, A, I, R** for the challenges.  
Enter **G, E, O, R, D, I, E** for invulnerability.  
Enter **M, O, O, N, F, A, C, E** for unlimited hyper-thrust.  
Enter **N, O, W, H, E, E, L, S** for the *WipEout* 1 collisions.  
Enter **D, E, P, U, T, Y** for the weapons.  
Enter **B, E, B, E, D, E, E** for white speed-ups. ■





**MOST RECKON FOOTBALL MANAGEMENT'S THE HARDEST GAME IN THE WORLD. BUT, IF YOU'RE LEVEL HEADED AND A SHREWD JUDGE OF TALENT THE REWARDS ARE IMMENSE. AND IF NOT? CHEAT...**

# LMA Manager

OFFICIAL SOLUTION!

## CHALLENGES

### FULL GAME

Pick a club according to the contract and level of challenge you fancy. This could be a 50-season job, taking a side from the bottom to the top, or you could choose to start at the top. Depending on where you start, you will be asked to avoid relegation, win the league or perhaps secure promotion. It's a long-term plan, so finance is far more important than in any of the following mini-challenges.

### RACE FOR THE TITLE

You have eight weeks to win the league. The secret to this short-term challenge is to take one game at a time, paying as much attention to detail as possible. Monitor your players' form and pick the most

in-form, balanced, starting 11 that you have available, sticking with the formation you've inherited. If your star man's playing badly, leave him on the bench, but bring him on if you need a bit of luck in the last 20 minutes of a match. This often works well – giving him a chance, especially if he's a striker, to slowly get his confidence back.

### RELEGATION

You have eight weeks to rescue your team from relegation. Pick the form-players once again. It's not so crucial that you win games in this challenge, avoiding defeat should be your main concern, so concentrate on your defence. Get them strengthening their weaknesses in training and always pick your most in-form backline. Play your leading goalscorers up front unless they're

very depressed – the chances are they haven't been getting the service.

### IN IT FOR THE MONEY

You're given £40 million to spend on players in return for the Championship. A pleasure to play. Assemble your dream team, but remember that you'll need to have cover for your star players and that requires a balanced squad and money put aside for late season buys. Play as the team of your choice and replace its average players with flashy new signings.

### THE CUP CHALLENGE

Win the English National Cup and the League. A season-long challenge and a tricky one at that because all your hard work can come to nothing if you tumble out of the cup. Play normally in the league

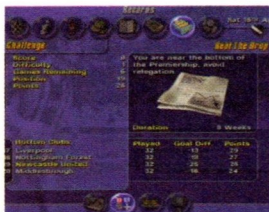
matches. In cup matches take care and, crucially, make sure you have a nice line-up of penalty-takers.

### ULTIMATE CHALLENGE

You have five weeks to win the League, the National Cup and the European Cup. Take care in the cup matches, be well-prepared and go for it in the league.

### GOAL HEAVEN

Score more goals than any other team in the league. You have utter freedom because results don't matter – just score as many as you can. Mess around with attacking formations, get the ball up front as much as possible, pack your front-line with top-notch strikers. Obviously you'll need a half-decent defence and midfield to provide the service. ■



Not the strongest position to start a challenge from...



Morale's not too good, so work with the defenders



If any players aren't up to the job, get rid of them



Keep attacking and you'll make chances



Newcastle are attacking, but the keeper's just too strong



Wednesday have the advantage, keep up the pressure...





### TRANSFER MARKET

#### BUY PLAYER

Scour the lists of available transfer-listed players. You can start off by bidding below the asking price for them and watch other bidders fall by the wayside as the price rises. It's still a long drawn-out process and often the greedy players need to be satisfied with your personal terms. Go for out-of-contract players who can be snapped up free of charge under the Bosman Ruling. Player power says, however, that they will demand fantasy wages, so be prepared to fork out £45,000 a week for Rivaldo.

#### PLAYER SEARCH

Trying to poach players from other clubs is possible, but it's unlikely that Manchester United will want to sell Roy Keane unless they are going to get way above the asking price. Often, when you think a deal is done and dusted, a player will decide

he doesn't want to play for your club at this time.

#### LOANS

The easiest way of getting hold of proven players is to secure them on loan. You can take up to six players a season on loan, for up to three months each. If you have a defensive crisis and need immediate cover, get someone on loan – it's quick and effective.

#### YOUTH TEAM

It's worth monitoring your youth team. Give a happy, in-form player a first-team contract and bring him on as a sub occasionally.

#### SELLING PLAYERS

Selling players you regard as surplus to your requirements is a crucial part of management. While it is risky selling players when you have no-one to replace them, it builds up your funds and enables you to bring in new players, as you can't sign players into a full squad. Make as much money as possible on sales. ■

### SQUAD

Keep your squad happy and use the training options to improve on their weaknesses. Fitness is very important. You'd be well advised to make sure all players are regularly improving their control and passing. Beyond that, make sure defenders improve their marking and tackling and forwards improve their

shooting. Or, if you can't be bothered, let your coaching staff look after all of that.

In Aston Villa's European cup-winning season, they fielded just 14 players. Nowadays, you need a top-quality squad of 24 players – if someone is injured or suspended, you need to be able to replace them with someone as good. Mastering the transfer market is crucial. ■



### TACTICS

The key element here is how you choose to get the ball forward (i.e. attacking tactics), and the most effective combination, especially with the 4-4-2 and 5-3-2 formations, seems to be possession play with a direct approach. Keep the ball as much as possible, but also look to move it forward.

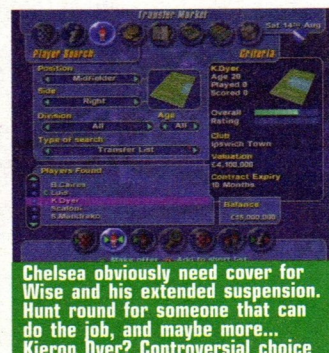
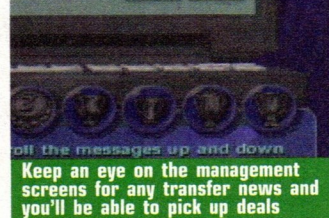
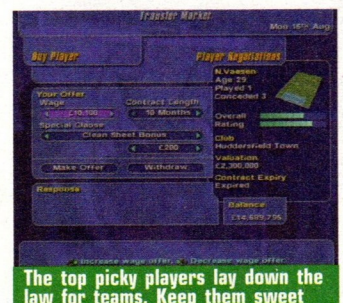
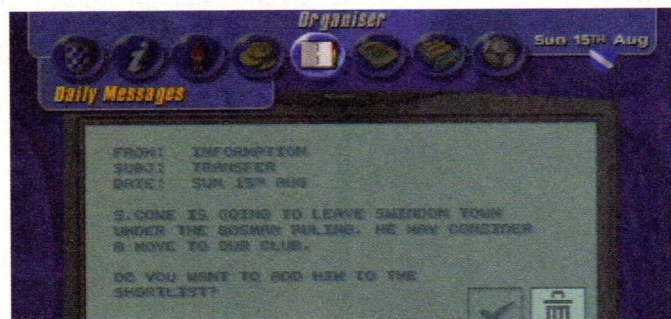
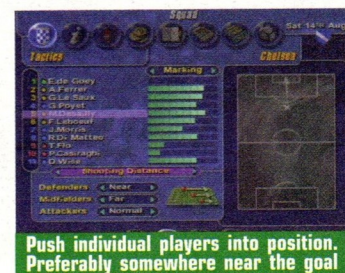
your scout to check out the opposition in advance. If Ginola looks like he's in form, use an in-form right back as your man marker. Check out your own, and the opposition teams' ratings at half time. If you need to change your man-marker, or which player's being man-marked, make that change.

#### DEFENSIVE STRATEGY

Make sure you've got an in-form player marking star players. Get

#### STYLE

Go for Aggressive, unless a harsh ref is in charge, in which case, revert to Normal to prevent cards, penalties and free-kicks. ■





### FORMATIONS

The 4-4-2, and surprisingly, 5-3-2, are what we'd recommend as the best formations to stick with. As the Premier League kicked in, the European 3-5-2 looked to be becoming the norm in English football. But when our two most respected managers, Alex Ferguson and Terry Venables reverted to the 4-4-2, the classic post-winger line up was born. There are also three playing styles open to you: Normal, Deep and Attacking. Stick with one formation and a normal style except in exceptional circumstances.

#### 4-4-2

A formation which ensures you're never lacking in any department. Concentrate on securing a defensive midfield with goalscoring ability.

#### 5-3-2

George Graham might like the sound of this one, but it's not as negative as you'd think. The wing-backs play deep, but such a wide defence proves hard for all but the most incisive opponents to break down. Plough your cash into a couple of top quality strikers.

#### 3-5-2

Not as effective. It's OK in attacking terms if you push your wing-backs forward as wingers, but your defence will be undermined.

#### 5-2-3

You'll have to play the long ball with this one, so only really recommended if you need goals in a hurry. Midfield will be swamped.

#### 4-3-3

Don't get greedy and presume that fielding three good strikers means a goal-fest. The 4-3-3 seems to leave your defence a little vulnerable and your attack lacking adequate service. If you need to play catch up in a match, it's worth adopting this formation and playing the long ball.

#### 4-2-4

All the faults of the 4-3-3 but worse. Again, worth a try if your playing the long ball, but only as an emergency measure. Play like this all the time though, and your defence will leak more than a faulty colander.

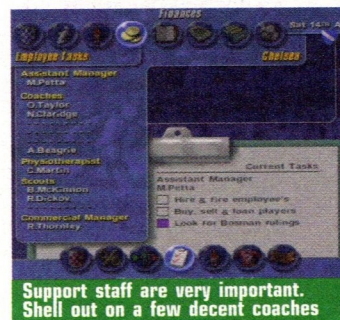
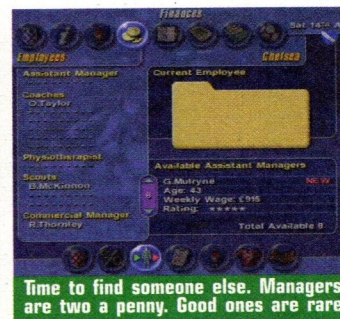
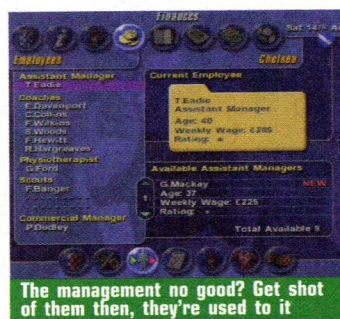
#### 4-5-1

If you're winning a match, but your temperamental striker gets a red card, you'll leave just one man up front and defend your lead.

Similarly, if you've still got 11 men on the pitch and the opposition seem to be threatening your lead more and more, revert to the 4-5-1 to bolster your defence. Don't play it as your standard formation though, unless you're a bit silly.

#### 5-4-1

Also worth adopting when frantically defending a lead, but push forward rather than playing deep, or else the opposition will be constantly attacking, and your overloaded defence may not be able to hold out. ■



### STAFF

You might shy away from forking out high weekly wages for your staff, but it can be worth it. It makes life a lot more difficult for you if you've got a bunch of clowns messing things up. Don't start with a full backroom staff – make the choices yourself and then decide what you want them to take off your hands. Beginners should give

their assistant manager and commercial manager full responsibility and get more involved once the challenge is rolling along nicely.

#### ASSISTANT MANAGER

Get the best you can afford. When you know what you're doing, take player-signing responsibilities away from him and perhaps get involved more in setting training routines yourself. After employing the rest of your staff, let him look after future hirings and firings – you can always check things out if you think he's losing it.

### COACHES

Spend your money on the best head coach and a decent goalkeeping coach. If your defence, midfield or attack are consistently under performing, get in a decent specialist coach. Physio's and fitness coaches are important to keep your squad in shape and prepared for the physical demands of LMA challenges.

#### SCOUT

If you intend to rely on your scout – employ a good one. If you want to trust your own judgement on signings however, don't worry too much.

#### COMMERCIAL MANAGER

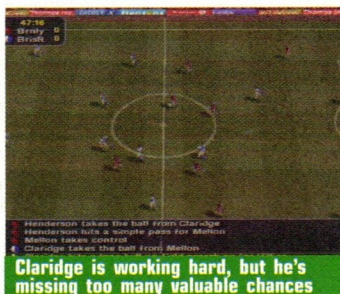
He'll look after all the boring things like contracts and sponsorship. You can still keep your eye on the financial security of your club by monitoring the Finance and Stadiums options. The Finance section enables you crucially to check your overall club balance, important if you are in a long-term challenge or if you are about to make an expensive signing. In Full Game (long-term) challenges, you might also want to consider stadium expansion – but, remember, it's a balancing act. You need to be getting the results in order to pull in the crowds that will fill the increased stadium capacity that expansion will create. ■



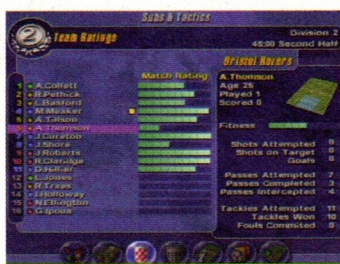




Check out the overall performances at the start of the second half



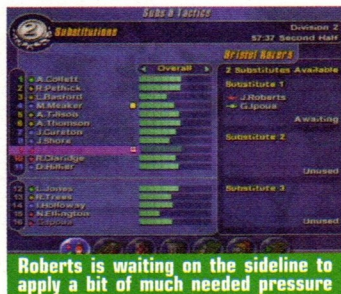
Claridge is working hard, but he's missing too many valuable chances



Thomson had a shocking game. Might be worth selling soon, perhaps...



Check the stats and take the weak players off. Ipooua isn't too hot...



Roberts is waiting on the sideline to apply a bit of much needed pressure



Minutes to go and Rovers stick it in!

## ATTACKING

**STRATEGY:** Play possession football, particularly in the top flights – you can't afford to keep giving the ball away. Wingers aren't much cop unless you've got two good headers of the ball up front. Counter-attacking is a bit too reserved and while the long-ball can be productive in the lower leagues, and when you are chasing a late equaliser, again, you'll tend to bypass the midfield and give the ball away. As for style, go for the direct approach as measured involves too much faffing about.

### SHOOTING DISTANCE

You'll get a feel for this. We suggest medium range for strikers, long range for midfield, and medium range for defenders – it's unlikely they'll get in advanced

positions that often, but when they do there's no point in giving them a chance to shoot from range, it'll only be embarrassing.

### FREE KICKS

Use your best, sharp-shooting midfielders for free kicks, otherwise your strikers will be out of position. It's advisable to use the same players for corners.

### CAPTAIN

Give your most consistent senior player the job. If he's out of form, or unhappy, give the armband to someone who's playing well and has a smile on his face.

### PENALTY TAKERS

Make sure you sort out the order of your penalty takers, don't rely on the computer's choice. Put your top goalscorers at the top of the list. ■

## THE MATCH

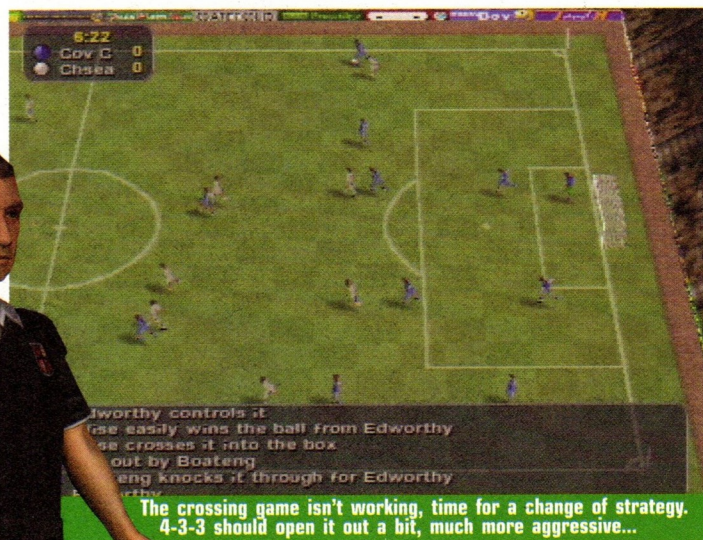
You've selected your best available team, checked out the opposition, you know you should win. The golden rule of LMA once a game is under way? If it ain't broke, don't fix it! Barring sendings off and major trouncings, don't change your formation. Unless the opposition takes a two-goal lead, leave things as they are until half-time, and then check out the match ratings.

The most important consideration is making sure you're defending well enough against the opposition's most effective attacking player. If you're using a man-to-man marker, make sure he's performing well. Often, if you check out the opposition's ratings at half-time, and a player appears to have done little, but has a high rating, he'll score soon after half-time. Strengthen your defence with minor alterations and substitutions. If your free kicks have been ineffective, change

who's taking them. If your opposition is monopolising play, alter your playing style. For example, if you continually give the ball away, switch to possession play. If you are picking up a lot of cautions, the referee is harsh, so defend less aggressively.

If you need a goal with 15 minutes to go, replace one striker with another, particularly if one striker is under performing or on a yellow card. Substitutes seem to unsettle opposition defences and can be effective. We brought on a youth team striker for his debut, 1-0 down against Arsenal, with ten minutes to go. He scored – twice!

Finally, if penalties are approaching in a cup game, make sure your best penalty takers are on the pitch and in the right order. As a nation, we should have realised by now how important this is... ■



## FIVE GOLDEN RULES

### 1 THE FULL GAME IS A LONG-TERM PROJECT.

It's a good way of learning everything there is to know about the management game, but it's probably better to start off with a few mini challenges to learn the ropes and get some satisfying results.

### 2 MASTER THE TRANSFER MARKET.

Once you are up and running, learning how to get the football players you really want is a crucial part of successful management.

### 3 FIND A WINNING STYLE AND STICK WITH IT.

Play to your strengths and make the most of your star players by choosing the right formation and approach.

**4 MONEY, MONEY, MONEY.** Sign good players, win games, attract more fans, expand your stadium, get more money, buy more good players, win more games, repeat to fade.

**5 STRENGTH IN DEPTH.** Make sure you have one good goalie, defender, midfielder and striker on the bench for every game. ■



HAVING TROUBLE GETTING ONE OVER ON THE EVER-BALLETIC DARTH MAUL? JAR JAR BINKS EVEN MORE IRRITATING THAN HE IS IN THE FILM? JEDI'S NEVER CHEAT? NOT MUCH... HERE'S THE ROUTE THROUGH EVERY LEVEL

# Star Wars Episode I

## The Phantom Menace

OFFICIAL  
SOLUTION!



### LEVEL 1: TRADE FEDERATION SHIP

**LOOK ROUND THE OPENING AREA** and you'll find a bunch of health packs. Head forward from the start point, flick the switch and dart through the sliding doors at the end of the corridor. **1-1** Hit the next switch and go through the new door, taking the right-hand path.

Go through the door on the right, hit the switch, then bash the next one in the room that opens, before heading out through the newly-opened double doors. Bear right, along the corridor, and dart into the opening on the left to drop into the air shafts. **1-2** Follow the vents towards the right until you reach the red door with the symbol on. Hit the switch along the left-hand path and run quickly back to get through the door before it shuts. Flick the switch and run down the vent, turn right at the end and take the next right-hand turn. Once you've fallen through the grille, take the right-hand door and push the large crate off the edge.

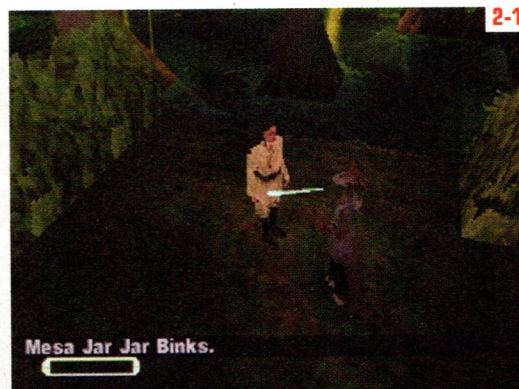
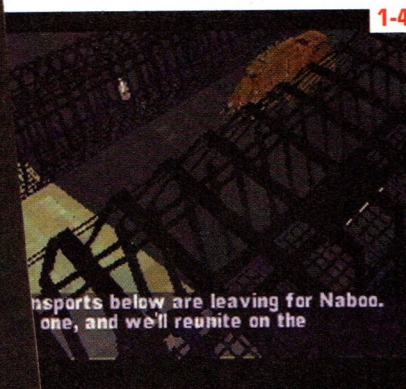
**1-3** Hop down, flick the switch next to the lift to open the doors. Destroy the generator

and head through the hangar doors and walk on to the lift where you can drop down into another vent. Follow the corridor to flick another switch, then turn and follow the next corridor to the second switch. Pressing this one moves the walkway. **1-4** Run across, hit the next switch, then head back to the first switch. Go down the lift, turn right, leap onto the left-hand platforms and out of the level.

### LEVEL 2: NABOO SWAMP

**SWIM STRAIGHT AHEAD** through the two large trees and forwards on to dry land, picking up the blaster as you go. Swim left in the next river section and climb out of the water. **2-1** Follow Jar Jar from the top of the hill. Drop off the cliff and swim along the right-hand path until you see him again. Push the log alongside him and use it to get on to the tree stump and across the logs. Jump up the cliff and drop down the other side. Dodge the droids in the next section and leap off another cliff.

Leap over the stones and take the next right, uphill. Take the middle route at the fork and bear left to destroy the droids, then go right. ►

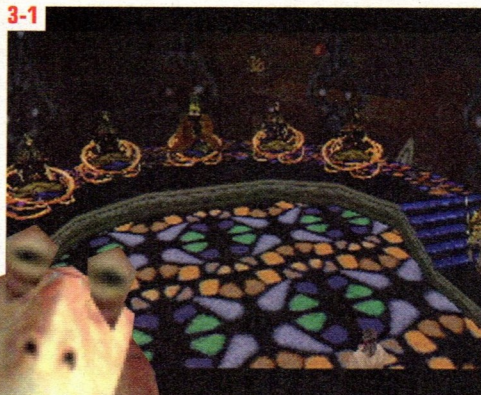




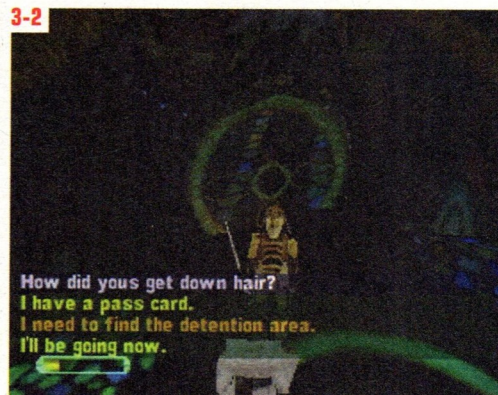
2-2



3-1



3-2



Double jump the islands and use the small stone to get over the next pit, then follow the path down to Jar Jar. Ask him "Have you seen anyone else like me?" Then say, "Can you show me where he is?" **[2-2]**

Once Jar Jar has left, a STAP shows up. Ignore it, jump up the rope and head down the hill after Jar Jar. Push the log you reach into the pit and use it to climb out the other side. Jump on to the next vine and head across the pit, log-jumping all the way. Dodge the droids until you hit the gun on the left-hand side and kill 'em all...

### LEVEL 3: OTOH GUNGA

**LEAVE THE ROOM** after Boss Nass and Qui-Gon chat, and take the right-hand door. Hit the switch in the lift and take it downwards. **[3-1]** At the

bottom, take the right-hand door; then the door on the left. Head straight along the corridor to the balcony and jump off on to the left-hand platform. Double jump to the right-hand platform, then to the far balcony and on down the corridor. Take the next lift up to a room full of pillars and use them to hop over to the other side where you can run down the ramp to another lift. Take the first door on the left, press the switch on the right and run up the ramp to the corridor at the top.

Talk to the guard at the top and tell him you need to find the detention area and that you have the key. Use the Jedi mind trick to persuade him. **[3-2]** Head through the door on the left to a control room and push the crate to enable you to jump onto the panel. That'll activate a drop-down pillar, so repeat the

whole process across all four panels and a floor panel will open up revealing a switch. Flick it, then head out. **[3-3]**

Run through the previously locked door and push the crate under the pillar switch. Smack the switch, double jump onto the pillar and then on to the balcony. Ask the next guard to raise the bubble lifts and use the lift at the end to get through the next door on the left.

Once in the jail area, tell the guard you have to get into the detention area and use the Jedi mind trick to get into Jar Jar's cell. Follow him to a room with a lift and press the switch to free Qui-Gon. Level complete.

### LEVEL 4: GARDENS OF THEED

**DROP OFF THE LEDGE**, swim to the right of the pillar and climb up at the waterfall platform. Climb the stairs and swim for the central platform. Head up the steps to the right, jump across the platforms. Force push the lever at the end. Cross the bridge and head on upstairs. **[4-1]**

Force Push the next lever to lose the forcefield and jump across the dam to the path. Let the friendly troops at the end of the path deal with the droids and talk to the guard to get another blaster. Further along the path, take the T-junction left and ask one of the guards for the pass code into the

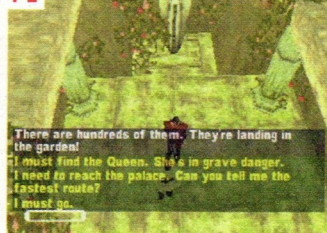
3-4



4-1



4-2





4-3



4-4



city. **[4-2]** When you reach the battle tank, wait for it to go right before ducking down the left-hand path. Follow it round the back of some crates and collect the health. When you reach the locked gate, tell the guard the password and follow him through into the next area where you should take the left-hand path up the stairs. **[4-3]**

Flick the switch at the top and jump off into the water, climbing out when you can. More stairs and another switch to flick, then drop back into the empty pool and hit the third switch. **[4-4]** Force Push the lever to extend another bridge and head up the stairs. Run to the right, past the battle tank at the top, and jump up on to the tall block. Turn around, Force Push the lever and jump down to the left of the tank then up to the window, and again up to the top room with a lever in. **[4-5]** Force Push it to open the gates and drop from the window to run right and complete the level.

other woman find her son in the room on the left-hand side at the end of the passage. Head back with the boy and get the Queen to follow you, taking the right-hand passage.

After the battle go up the stairs on the left-hand side, talk to the wounded soldier and drop through the gap in the bridge.

**[5-2]** Follow the path to the water, shield and fusion coil, then flick the door switch and return to the soldier to give him the water. Keep going over the bridge, through the window and shoot the droid controlling the battle tank. Follow the Queen across the courtyard and up the stairs, through the room with the Blaster and down the other side. **[5-3]** Head left until you hit the locked door, then get the Queen to wait while you climb the stairs on the right. Climb through the window, using the rope to cross. Go through the glass doors until you hit the gate switch, then head back to the bottom and push the second switch. Follow the Queen, sweeping for mines and, when ▶

4-5



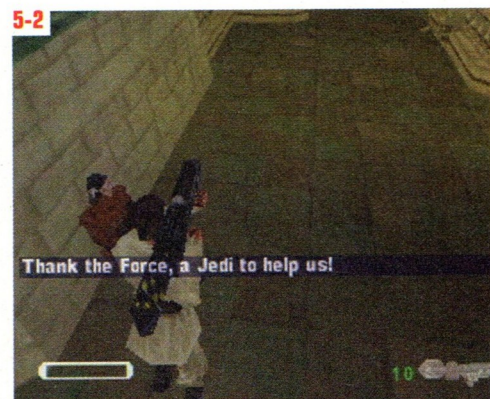
5-1



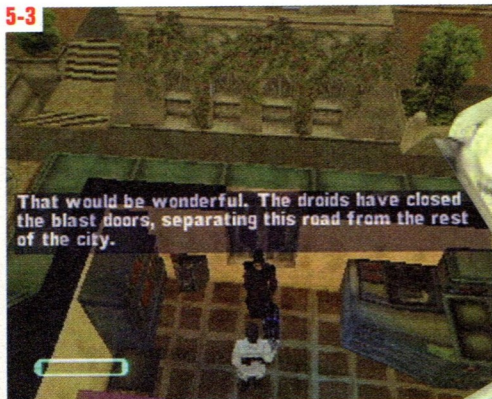
### LEVEL 5: ESCAPE FROM THEED

**FOLLOW THE QUEEN** up the stairs and don't let her out of your sight or she'll die. Pull out the statue that she stops near in the courtyard and head down the corridor to the locked door. **[5-1]** Push the switch and follow the Queen downstairs and through the door. Tell her to wait and help the

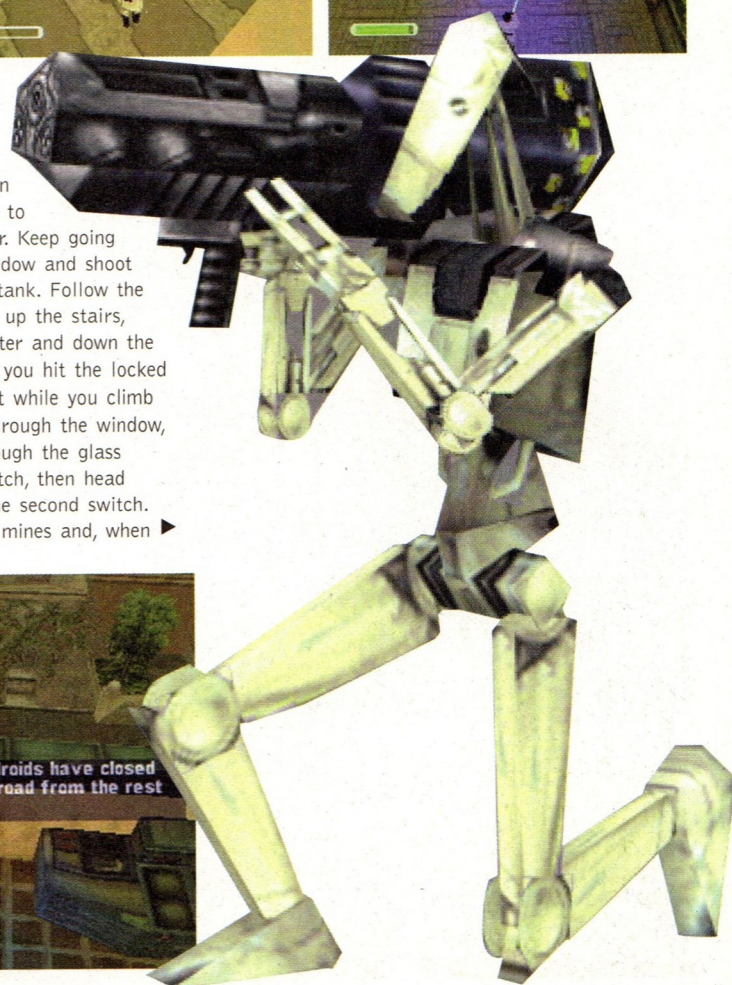
5-2



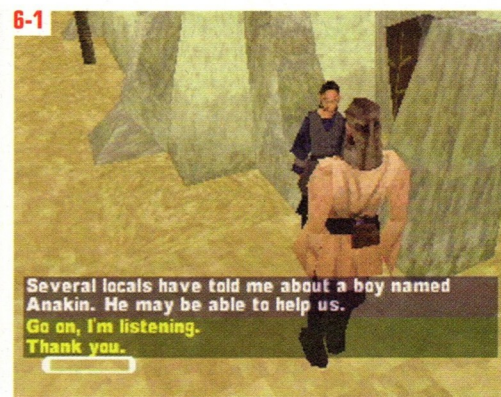
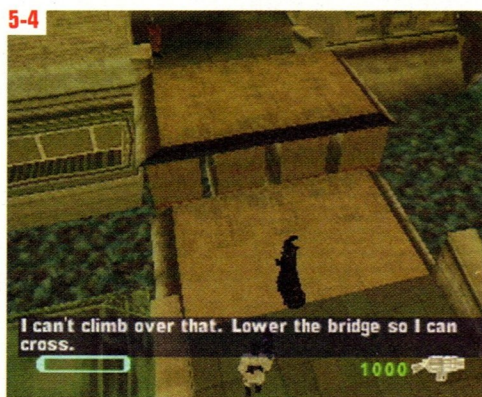
5-3



That would be wonderful. The droids have closed the blast doors, separating this road from the rest of the city.







she stops at the bridge, hop on to the left-hand balcony and Force Push the lever. **[5-4]** Follow the Queen through the next two rooms, pick up the seeker droid, hit the two droids in the left-hand room, then escort the Queen to the hangar. **[5-5]**

### LEVEL 6: MOS ESPA

**FOLLOW THE ROCKY PASSAGE**, protecting Padme from the Sand People. Once in the town, find Padme. Talk to her about Anakin and go find Shmi. **[6-1]** Tell her you'll free her from slavery, then follow her to Anakin who'll tell you about Watto. Negotiate your jumps through the junk yard until you fall through the plank. Shoot out the Jawas and grab the fuel convertor before darting down the thin passage, using the crate to climb the wall. **[6-2]** Talk to Watto and offer to trade the fusion coil for the T-14, then accept the fuel convertor he offers.

Leave and chat to Anakin, then head over to the Hammerhead mother, before heading up the stairs to her son's house where there's a caged beast to kill. **[6-3]** Destroy the generator in the yard to open the door and leave with the son. His

mother gives you a repulse booster as a reward. Swap the two fuel converters with the trader for a mass coupler. The trader's near the bloke fixing his green pod racer. Help him out by killing the aliens, then talk to Vek Drow and he'll give you the engine binders. **[6-4]** Now head for the cantina for a chat with Teemto and trade the engine binders and repulse boosters for a servo control. Give Anakin both objects, find Jar Jar and send him to Watto, then go and speak to Anakin. **[6-5]**

### LEVEL 7: MOS ESPA ARENA

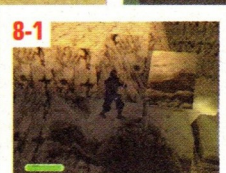
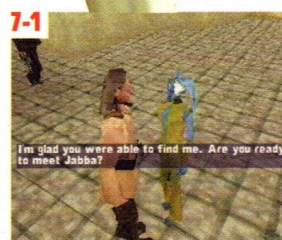
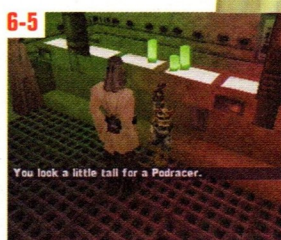
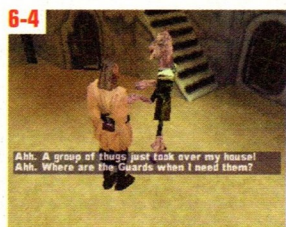
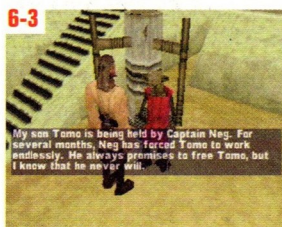
**TALK TO THE DANCING GIRL** in the arena and get her to take you to Jabba. Follow her up the stairs and pull the switch at the end of the corridor which drops you into

Jabba's lair. **[7-1]** Kill Jabba's champion, leave through the door and head for the bar. Persuade Teemto to take you to Watto and he'll show you another pair of aliens. **[7-2]** Buy them a pair of Juri Juices, then follow the one that leaves, to Watto's room. Have a chat to Watto and answer the questions in the order 2, 2, 2, 1, 1. He'll accept the bet and you can head outside. Find Anakin's pod, then follow the alien who steals a pod part along the balcony. **[7-3]** Once in the circular building, pull the block out of the far wall and kill the alien to retrieve the stolen pod part. **[7-4]** Back at Anakin's pod, repair the damage and you'll have completed the level.

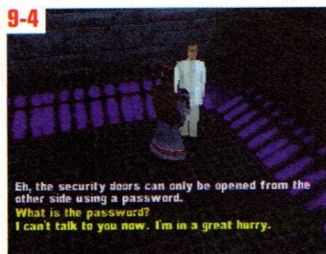
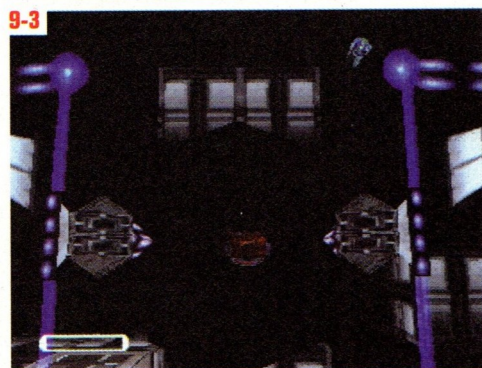
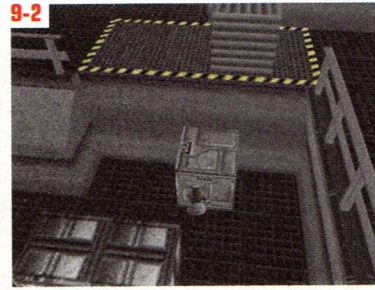
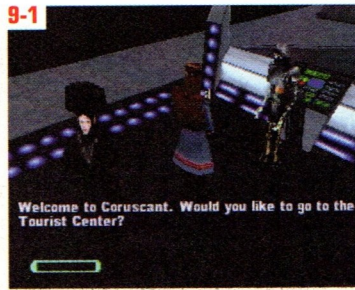
### LEVEL 8: DESERT ENCOUNTER.

**DEAD EASY LEVEL THIS ONE.** Follow

Anakin to the probe droids and shoot them all down before you move on. Wait for the rockfall down the path to stop and Darth Maul will leap out and have a crack at you. **[8-1]** Use your lightsaber in the battle and grab the health pack up by the land speeder. Maul runs away after a while, so follow Anakin onwards by jumping up the first rock in your way







and pushing the one on top of it out of the way.

**[18-2]** Maul appears again. Don't let him get anywhere near the T-14 that's being loaded on to the ship. Keep between him and the T-14 and battle away until the cargo is safely on board. Once it's there, Qui-Gon runs away and hops into the ship.

**[18-3]** Maul however, is still on the loose...

### LEVEL 9: CORUSCANT

**GRAB THE BLASTER** from under the ship and head for the transporter with the Queen. Make sure she's safe, then tell the transporter protocol droid that you want to take the tour. **[19-1]** Once it docks, go in the building and ask the first droid about the tour, then repeat the question to the second droid round the corner. Have a chat with the aliens on the balcony outside and sell your binoculars for two tour tickets. The first droid you spoke to will now let you into a room full of crates. **[19-2]** Push the crate up against the gap, jump up to the control panels and push the first switch twice. Push the crate behind the forcefield on to the lift, then hoist it up and move the first crate so you can climb up to the main level. Use the next crate to jump out of the pit and push another over to the control panel. Flick the switch and use the crate to leap on to the moving platform. **[19-3]** Push another crate to collect a power-up, then jump on to the ledge by the locked door. Follow the vent through the second window to the grate and flick the switch

at the end. Drop down two ledges from the vent into a crate room, then go through into the next room and up the stairs to the lift on the left. Save here, the next bit's hard. Go up in the lift, then back down in the one in the corner of the next room and follow the passageway until you meet a man. **[19-4]** Quiz him for the password, then go to the switch which calls a lift which takes you to a room full of crates. Push the large crate on to the floor and pick up the white key. **[19-5]** Use this to free the Queen and kill the aliens for the red lift key. Use the red key to drop down the lift and take the passageway to a large room with a circular gap and some switches on the floor. Press them in the order 1, 2, 3, 4, 1, 1, 11. Leave through the open door and enter the lift. The password for the escape is "Coruscant has lovely sunsets." **[19-6]**

### LEVEL 10: ASSAULT ON THEED

**ACTION SWITCHES TO THE QUEEN HERE**, so run across the hangar, talk to Panaka at the fountain and follow him to the bridge and the boat. Collect the missile launcher next to the bridge and tell Panaka to scout ahead. **[10-1]** When you find the gun turret let it loose on the battle droids. Once they're gone, round the next two corners to the locked gate. Panaka deals with the persistent droids. Control switches over to Obi-Wan. Pick up the two health packs and leave Qui-Gon to tackle Maul. **[10-2]** Eventually, the Dark Lord retreats. Follow him through the doors and the scene cuts back to the Queen. Get Panaka to scout ahead until he tells you about the droids under the arch.

Climb the right-hand stairs and go down again on the other side of the gun turret. Talk to the soldier and get the droid you met on Level Five to open the door and destroy the generator. **[10-3]** Back with Panaka, run towards the open security door, into the courtyard and get him to deal with the forcefield generator. Follow him along the pathway letting him deal with the enemy until you see the soldiers hanging on the roof. When Panaka catches up the scene cuts back to Obi-Wan for another rumble with the Maul. **[10-4]** When Darth drops out of the fight, chase him along the path and when Qui-Gon says you have a choice, drop through the hole in the floor, head through the door and you're in the final level.

### LEVEL 11: FINAL BATTLE

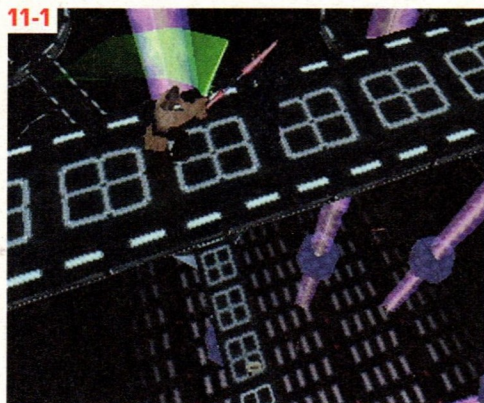
**TALK TO THE SOLDIER** at the end of the corridor. Pick the first option every time, and head through the right-hand door. Pull the crate out, push it against the wall and leap up for the switch. Jump through the open hole and talk to the guard to get the white key, then use it on the white door. Back with Obi-Wan, follow the rings until you reach a dead end, then take the lift up a level and jump across and down to the ring on the right. Head through the door, hit the switch to open the next door, and press the switch on the right to turn on the lights. **[11-1]** At the end, flick the switch to deactivate the forcefield, hit the switch you haven't touched to extend the bridge, and Force Push the opposite switch to pull out the final bridge.

Jump across, run through the door at the end for a health pack and head back out to get ▶





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back to the Queen. Go forward and left until you find the switch on the left-hand wall, then head back to the start position and head through the opposite door. Climb the stairs and jump through the window on to the left-hand ledge. **111-2** Climb through the next window, flick the switch to get out and destroy the two missile launchers. The next room on the left is crammed full of power-ups. Back in the corridor take the last door on the left, then the next door on the right, then the last door on the left for the blue key, before heading through the only door you haven't yet explored.

The next room holds the red key on top of one of the pillars. Go right and pull the crate in the next room into the corridor. Head down to the ground floor, pull the crate underneath the rails and push the first crate on top of the second one. Use the pile to get on top of the pillar and grab the

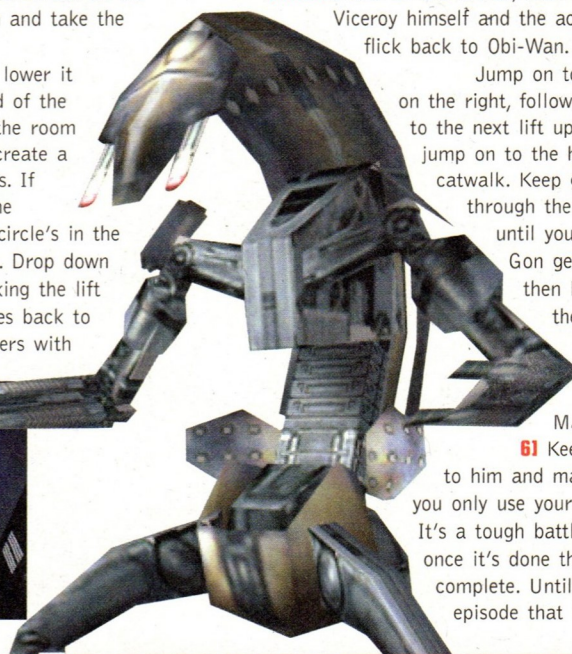
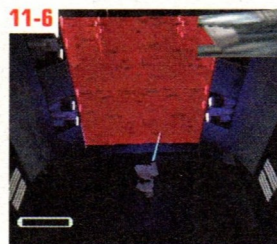
key. The action flicks back to Obi-Wan. Take the first ring lift down, then jump across to the next one, and then the final one, taking the lift up to the door. **111-3** Flick the switch and take the lift up to the right-hand ledge. Flick the switch on the wall, drop down for another switch and take the lift back up.

Pull the crate in the wall out, lower it with the lift and push it to the end of the corridor, then use it to climb into the room above. **111-4** Use the switches to create a safe passage through the forcefields. If the pink circle is in the top line, the switch should be turned up, if the circle's in the bottom, the switch should be down. Drop down and make your way to the end, taking the lift up a level, where the action changes back to the Queen. Shoot down the destroyers with

the gun turrets, then run up the stairs and through the door before jumping on to the next ledge. Make your way along to the next window, then take the right-hand door through to the Viceroy.

**111-5** Shoot all the droids, then the Viceroy himself and the action will flick back to Obi-Wan.

Jump on to the ring on the right, follow the path to the next lift up and jump on to the horizontal catwalk. Keep going through the doors until you see Qui-Gon get killed, then launch the final assault on Darth Maul. **111-6** Keep close to him and make sure you only use your saber. It's a tough battle, but once it's done the game's complete. Until the next episode that is... ■



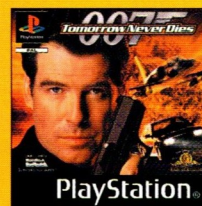
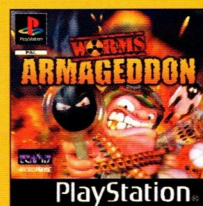
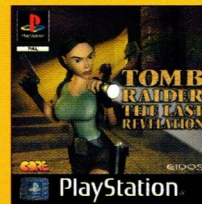
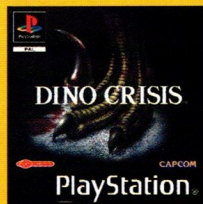
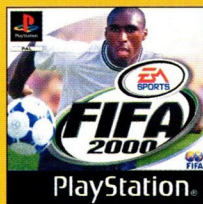
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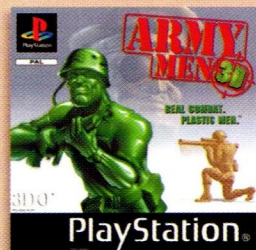


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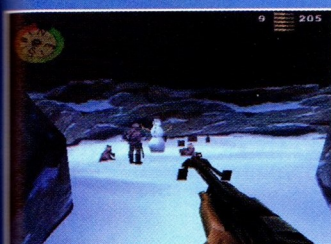
# PSM RATING

- |  |  |  |   |   |
|--|--|--|---|---|
| <p><b>10</b> The rarely-awarded golden '10'. Bestowed on games that are perfect</p> <p><b>9</b> A superb piece of software - recommended without prejudice</p> | <p><b>8</b> Very, very good. Add it to your collection yesterday, if not sooner</p> <p><b>7</b> A great title with a few minor irritations. Still worth a purchase</p> | <p><b>6</b> A case of 'Why did they do that?' Very playable but with some dodgy bits</p> <p><b>5</b> Straight average. Unoriginal or flawed, but still worth buying - only just mind</p> | <p><b>4</b> Below average. Probably has some serious gameplay or lifespan flaws</p> <p><b>3</b> Looking pretty bad now. Maybe worth renting for a day or so</p> | <p><b>2</b> Crap, to put it bluntly. Technically inept, poorly structured and short-lived</p> <p><b>1</b> A product without merit of any sort. Naff beyond human endurance. Avoid</p> |
|--|--|--|---|---|

# REVIEWS

**YOUR DEFINITIVE RUNDOWN OF THE GAMES OUT THIS MONTH, GIVEN THE ONCE OVER BY PSM**

## GAME OF THE MONTH



Medal Of Honour



Thrasher: Skate & Destroy

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## Toy Story 2 88

"Chairs can be climbed, car bonnets can be bounced on and you can deathslide down washing lines..."

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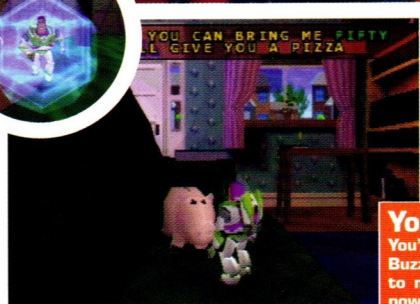
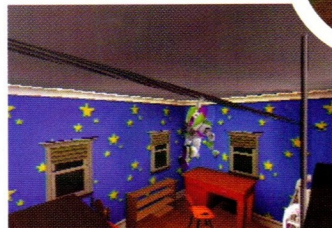
PLUS! ♦ PLUS! ♦ PLUS! ♦ PLUS! ♦ PLUS! ♦ PLUS! ♦ PLUS! ♦ PLUS!

<b>Media Reviews</b>	<b>126</b>	<b>Download</b>	<b>135</b>
The latest in DVD, CD, Net and coin-op		This month's disc contents and controls	
<b>Media Interview</b>	<b>128</b>	<b>PSM Directory</b>	<b>142</b>
Garbage give Wip3out a spin and talk Bond		All the games and scores from PSMs past	
<b>Booty</b>	<b>131</b>	<b>Competitions</b>	<b>152</b>
Want stuff? We got it! You win it		Win a TV and loads of other goodies	
<b>University Challenge</b>	<b>133</b>	<b>My Development Hell</b>	<b>154</b>
The cream of Britain's youth vs PlayStation		Nick finds himself homeless as Lothar is born...	



**WIN THIS!**  
Turn to page 152 NOW!





**You want** pyrotechnics? You've got 'em in *Toy Story 2*. Buzz can collect laser power-ups to make his beam even more powerful (and bright green)

IT'S (BUZZ) LIGHTYEARS AWAY FROM FILM LICENCES...



# Toy Story 2

You can deathslide down washing

## FACTFILE



PUBLISHER	Activision
DEVELOPER	Traveller's Tales
RELEASE DATE	February 2000
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One

**R**emember "to infinity, and beyond!" from the first time round? Then you're probably too old to be part of *Toy Story 2*'s target audience – but that doesn't mean you won't enjoy it. In fact, like Pixar's masterpiece of computer-generated cinema, there's plenty in *Toy Story 2* that'll appeal to those who still think *Star Wars* starred Indiana Jones and not that bloke out of *Trainspotting*.

Only a year or so back the term '3D platformer' was hardly fit to sit in *The Big Videogames Dictionary* alongside entries like 'racing simulation' and 'beat 'em up.' These so-called '3D' games weren't really anything of the sort as they failed to deliver the freedom to look and move wherever you liked. What *Toy Story 2* shows, post-*Ape Escape* and *Spyro*, is just how far this kind of platform game has come. Taking control of suburban spaceman Buzz Lightyear you enter a seamless 3D world that stretches out in every direction. Chairs can be climbed, car bonnets can be bounced on, you can deathslide down washing lines and zap

hovering robots in your mission to rescue your new best pal, Woody.

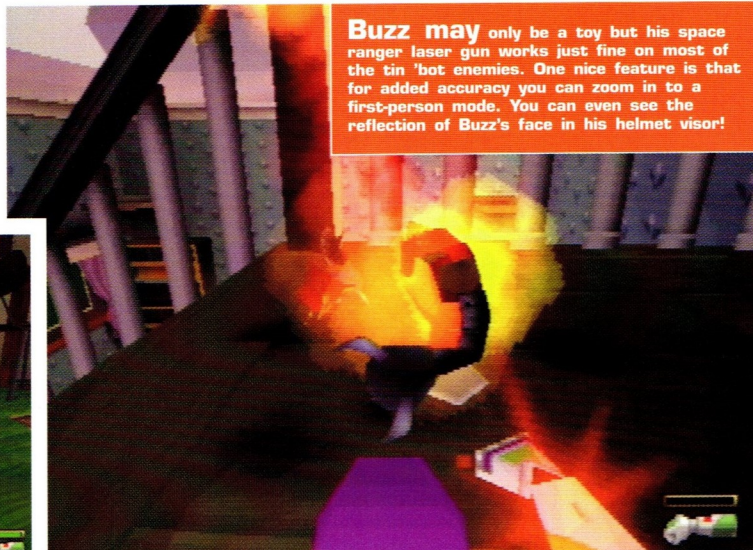
It's the ease of getting about that really strikes you. There are very few of those 'I should be able to do that!' moments of seething frustration. Leap at a pole and you hang on, jump near enough a beam and you swing



ALL IMAGES © DISNEY/PIXAR



**While the levels aren't huge, there's plenty to do. Not only can you run, jump and climb but you can also push some objects, slide down wires and lines and swing off beams**



**Buzz may only be a toy but his space ranger laser gun works just fine on most of the tin 'bot enemies. One nice feature is that for added accuracy you can zoom in to a first-person mode. You can even see the reflection of Buzz's face in his helmet visor!**

## lines and zap hovering robots...

you'll never win without your jet boots that must be earned on another level.

There's no getting away from the fact that many of *Toy Story 2's* levels don't feel that big. If you've just been flying in *Spyro 2* or catapulting stones at dinosaurs in *Ape Escape* a spot of claustrophobia might set in. Yet compact as they are there's plenty to do in each stage. Reach the construction yard and you will be asked to round up five little tikes, solve a paint-mixing puzzle, collect 50 coins, find five wrenches and defeat the jackhammer boss at the top of a tower of girders. Unlike old-style 3D platformers this is a game that is in no way vertically challenged. Leap your way past red hot rivets to the top of the scaffolding or shin up a tree and you'll be greeted by a world-class view of the level laid out below you. It's a vista marred by no fogging and precious little fading at the edges that doesn't feel the need to hide its shortcomings under a veil of darkness. The first-person view used to aim Buzz's laser confirms just how well constructed the levels are as you shoot down toy

planes and blow the catches off cribs with a single burst of your light beam.

Perhaps the most surprising thing about *Toy Story 2* is how easy it is to forget that it's a film license. Games of films are normally accomplished con-men who tempt you in with cinematic snippets and artfully rendered characters only to cheat you of a decent wodge of gameplay. Last year's *A Bug's Life* is a case in point. Happily *Toy Story 2* is no such Sindy in Barbie's clothing – it's a game that just happens to come with film clips, not 40 minutes of the movie with, oh, a few game parts thrown in. Cleverly, apart from framing the action, the movie sequences are used as rewards for collecting additional tokens on each level (our favourite was the clip of Buzz being fried by an evil alien).

What is disappointing about *Toy Story 2* is its desire to play things ▶

## HOW TO...

### RIDE A DUCK



**Consult with your reptilian chum and he'll tell you that there's a planet token hovering over the pool.**



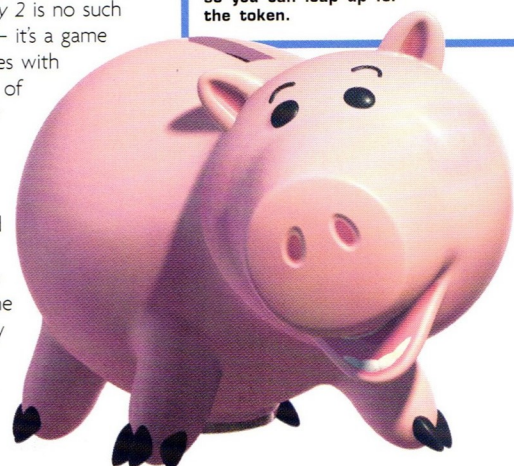
**Having located the swimming pool and accompanying deflated duck it's your job to start blowing it up. Jump on the pump!**



**To get extra air from the pump, use the slam move ◉ as you fall on to it, this pushes down even harder.**



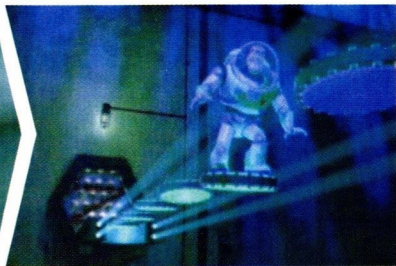
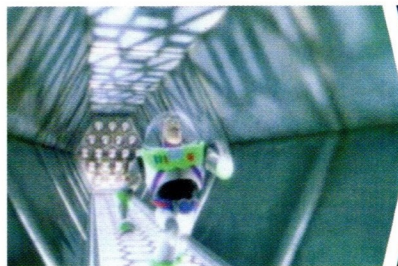
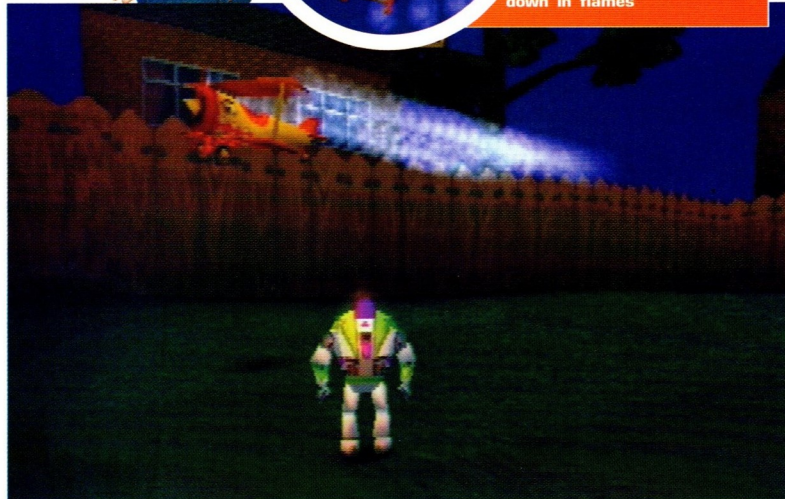
**Once it's inflated, you'll need to slam on the duck's back to make it bob so you can leap up for the token.**







**You'll find** many of the bosses right at the top of the level, while others – like the toy plane boss – have a stage all to themselves. The kite boss is particularly tricky to defeat but just a few well-aimed zaps will send it down in flames



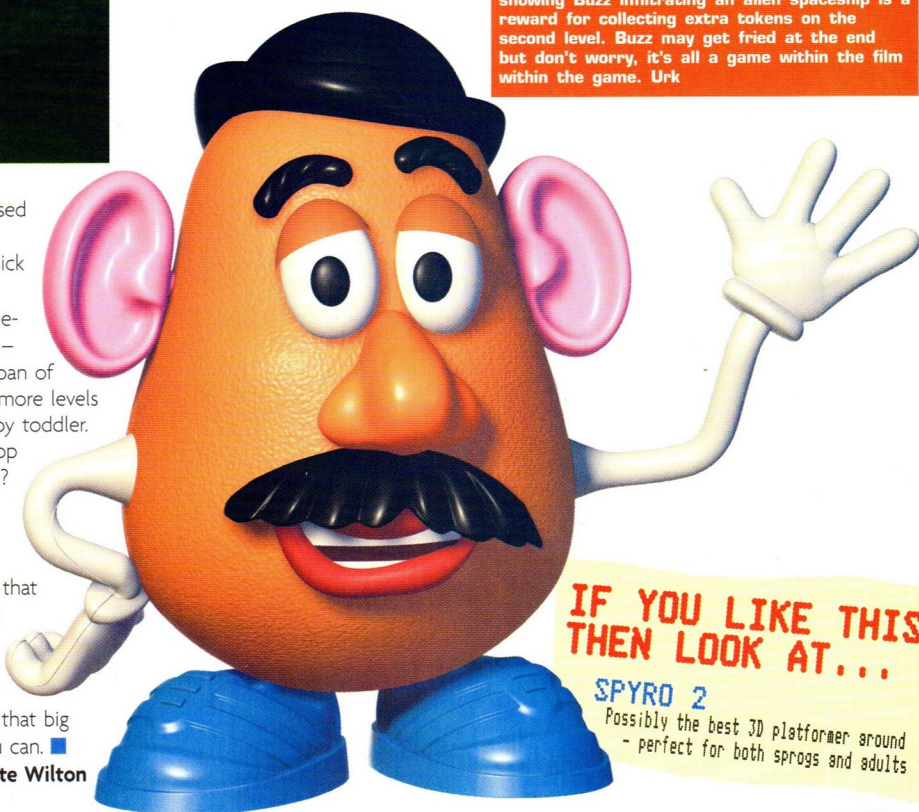
**This brilliant clip** of film footage showing Buzz infiltrating an alien spaceship is a reward for collecting extra tokens on the second level. Buzz may get fried at the end but don't worry, it's all a game within the film within the game. Urk

► just a little too safe. *Ape Escape* and *Spyro 2* manage to be totally kid-friendly while still introducing some genuinely original elements to the platform genre. *Toy Story 2* can make no such claims – at times it feels like platforming by numbers as you run around collecting coins or fiddle about trying to line yourself up for a particularly tricky jump from a see-saw balanced half-way up a tree. Well thought out though it is, there's a certain predictability to the gameplay that leaves room for cynical types to whine on about "What, more movie/toy cash-ins?!" and not actually bother getting involved in the fun. Which is a shame when an injection of originality at the planning stage could have made *Toy Story 2* not just a good film license but an all-together excellent 3D platformer.

It would be nice to think that *Toy Story 2* marks some kind of turning point

in the career of the film licensed game. It hints that those tinseltown players are finally sick of peddling pap and have decided to serve up real movie-related entertainment instead – no more games with the lifespan of your average clean nappy, no more levels that couldn't challenge a sleepy toddler. Time for nipper minders to pop their corks in celebration then? Maybe not. *Toy Story 2* is, unfortunately, the kind of exception that goes to prove the rule. A title aimed at kids that doesn't insult adults? A movie tie-in that's a worthwhile game in its own right? We hear the flutter of pigs' wings coming from the direction of that big blue moon. Enjoy it while you can. ■

Pete Wilton



**IF YOU LIKE THIS THEN LOOK AT...**

**SPYRO 2**

Possibly the best 3D platformer around – perfect for both sprogs and adults

OFFICIAL UK  
**PlayStation**  
Magazine

**VERDICT**

■ GRAPHICS

Shine like freshly moulded plastic **8**

■ GAMEPLAY

Clever but not very original **8**

■ LIFESPAN

Won't last you until *Toy Story 3* **7**

■ OVERALL

Graphically strong and packed with great characters *Toy Story 2* is still mild enough for all the family. Not as long-lasting as *Spyro 2* but has enough challenges to keep even the *Ape Escape* monkeys fully occupied

**8**

OUT OF 10





Come with Spyro to A  
MAGICAL, ENCHANTED  
KINGDOM.....



ND SET FIRE TO IT.

SPYRO'S BACK, AND THIS TIME HE'S READY TO SHOW US WHAT BEING A REAL HERO IS ALL ABOUT. HE'S BETTER EQUIPPED TO DO IT TOO, WITH NEW MOVES, NEW SKILLS, AND A PAIR OF BRAND SPANKING NEW WINGS. ALL THE BETTER TO GET HIM THROUGH HIS HUGE NEW GAME. SO WHAT ARE YOU WAITING FOR? LET'S GET BURNING.



△○×□

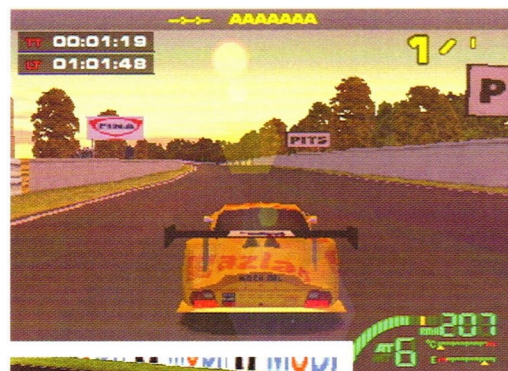
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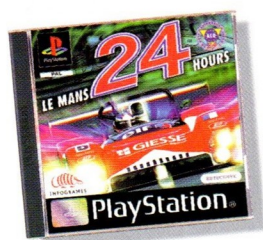




The most interesting cars – and the ones most obviously associated with Le Mans – are the prototype single seaters. The handling on these is more like an F1 car, than the heavy-steering, front-engined GT1 and GT2 cars



A DAY AT THE RACES HAS NEVER BEEN TAKEN SO LITERALLY...



# Le Mans 24 Hours

“Le Mans is a refreshing alternative for racers looking for long-

## FACTFILE

PUBLISHER	Infogrames
DEVELOPER	Eutechnyx
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One to two



**E**efore you ask, yes. You can race the world's most famous, but strangely under-represented, motorsport event in real-time. Can anyone really play one game for 24 straight hours? We say no, but that's what the letters page is for. Write in and prove us wrong.

For mere mortals, of course, *Le Mans* offers a time-acceleration feature to compress the mammoth French race into more manageable time periods, the shortest of which is a bare 12 minutes. However, to select this option – instead of the 24-minute or two-hour modes, say – is to harm *Le Mans*'s strongest suit. This is its unique simulation of an event that requires as much tactical nous to triumph as

outright driving skill. Once you've signed for your racing team, success is as much about setting up your car with the correct aerodynamics, tyres, steering and fuel load and then pit-stopping at the appropriate moment, as it is about racing lines and overtaking manoeuvres.

During a 24-hour race, you'll also have to deal with all that the weather and changing light conditions can throw at you. As dusk falls, it's time to switch on your headlights and strain your eyes in the reduced visibility, because the game sweetly turns out the daylight to leave you racing in the dark. Rain is your other big enemy. It lashes down the pits and a set of water-dispersing grooved tyres often seem much further than a lap away. When a quick prang is highly likely to end your race, then gung-ho, bumper-breaking, reality-stretching arcade racing is dropped in favour of a more stressful and realistic approach to racing.

Indeed, the variety in car-handling and the range of effects that water, dirt, tyre wear, aerodynamics and engine power can have on your chosen machine is another

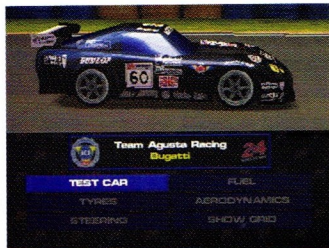
of *Le Mans*' strengths. The different cars drive distinctively and the 24 teams – including GT greats such as BMW, Marcos and Toyota – feel like real, separate entities. However, if you're looking for a racing game that's good for a quick blast, high in pick-up-and-play and less demanding in commitment, then *Le Mans* isn't for you.

Even the Arcade Mode is a trickier proposition than most racers, and the 'Professional' difficulty setting is proof positive that real racing drivers truly are a breed apart. Nor is *Le Mans* going to win prizes at the PlayStation beauty pageant. True, no-one will throw their hands in front of their face to blot out the ugly beast, but no time was wasted tarding up this game.

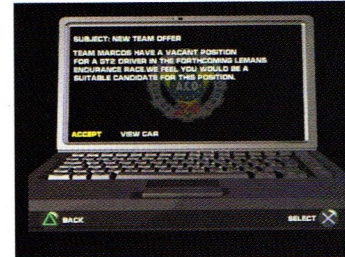
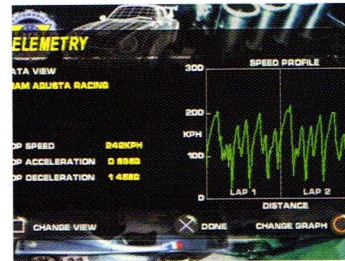
*Le Mans*' British developers, Eutechnyx, have done their best to widen their game's appeal. A Championship Mode takes place over six fictional GT tracks as well as the accurately-modelled Le Mans circuit. Arcade Mode puts reality on hold to help beginners around the tracks and the aforementioned 12 and 24-minute



# Le Mans 24 Hours



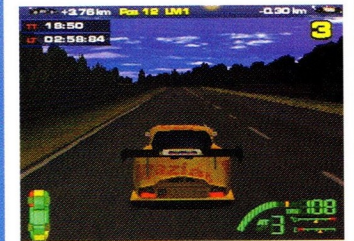
**Opponent AI** is convincing with aggressive driving, mistakes and car failures all providing a great backdrop to your own race



**Pit stops** aren't just for decoration. Run out of fuel, blow your engine or wear out your tyres and it'll be back to the motorhome for an early bath

## HOW TO...

### WIN THE LONGEST RACE IN THE WORLD



Daytime. You've been racing for a while, your tyres are worn and you've taken a battering from your opponents (as well as some ill-considered barrier interaction). Oh, and you're low on fuel.



Time then to take a trip to the pits. You can sort out all your woes here, from body repairs to new tyres, adjustments and a fresh tank of petrol. Although, the more you do, the more race time you lose.



Time's knocking on and night has fallen. If you're driving in the fastest (GT1) class, flashing your headlights causes your slower opponents to pull out of the way for you. Driving in the dark is still a far harder proposition than in the day, though.

## term challenge in an all-new environment

Le Mans races make even the 24-hour event more accessible. However, the game gives the over-riding impression that it has been designed with the more experienced PlayStation gamer in mind. Off-track areas stop your car very quickly and the enormous horsepower of the cars is as likely to send you wheelspinning sideways as it is to propel you down the track if you don't get the trajectory exactly right.

The PlayStation has never been short of racing games, many of them stuck in a formulaic rut. *Le Mans* is a refreshing alternative for racers looking for long-term challenge in an all-new environment. If playing *F1* on the hardest mode isn't giving you the same buzz any more, then pop some Pro Plus and reset your body clock to 24 hours non-stop. ■

James Ashton



**The Look Back** function should only be used when you're feeling super confident in the road ahead. It gives a great view of proceedings

OFFICIAL UK  
**PlayStation**  
Magazine  
**VERDICT**

GRAPHICS	Little pop-up, acceptable frame rates, not beautiful	7
GAMEPLAY	Neatly constructed 24-hour event and loads more	7
LIFESPAN	Distinctive cars, plenty of options, eventually very hard	8

#### OVERALL

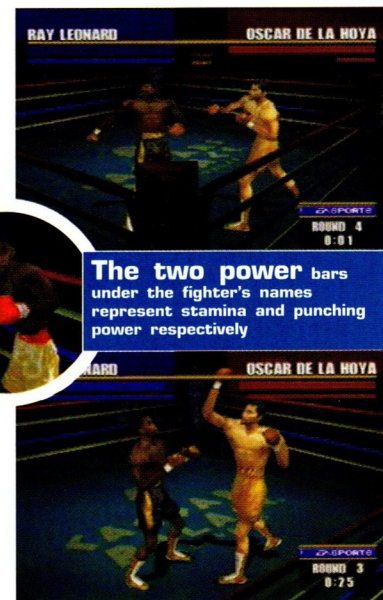
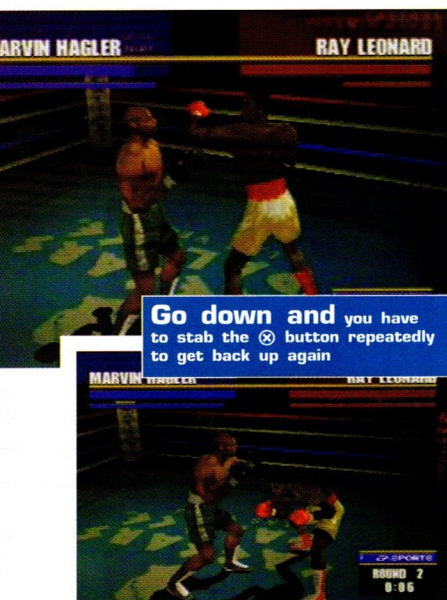
Definitely not for everyone. *Le Mans* is for the discerning racer who cares more for racing than surface sheen and glamour. Well-constructed events and a tough challenge no matter how good you are

**IF YOU LIKE THIS THEN LOOK AT...**  
**GRAN TURISMO**  
Simply the finest racing game of any persuasion on the PlayStation

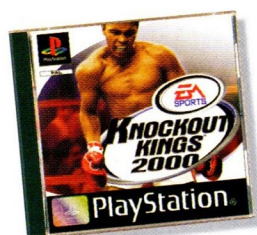
**7**

OUT OF 10





**KNOCKOUT KINGS 2000 MAY HAVE THE RING TO ITSELF BUT IT'S STILL A SPLIT DECISION**



# Knockout Kings 2000

“Putting your opponent on the canvas is always gratifying”

## FACTFILE

PUBLISHER	Electronic Arts
DEVELOPER	In-house
RELEASE DATE	November
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One to two

**IF YOU LIKE THIS THEN LOOK AT...**

**VICTORY BOXING 2**

Fight fans will love it, as will anyone who enjoys a more tactical slugging match

**T**he Marquis of Queensbury may have drawn up the rules as long ago as 1867, but we're still waiting for software developers to apply them successfully to a videogame. *Knockout Kings 2000* is the latest EA Sports franchise, but sadly one which hasn't quite got to grips with its sport as well as the all-conquering *FIFA* or *Madden* franchises.

It would appear that replicating boxing as a videogame isn't easy. Unlike the average beat 'em up, boxing isn't some abstract creation that can be made up or modified to suit the twin demands of format limitations and gameplay. We know what boxing is. We have expectations. We're hard to please. And for 40 quid, so we should be.

Like the majority of beat 'em ups *Knockout Kings 2000* locks you on

the same axis as your opponent, while punches are triggered by combining buttons with D-pad moves. The shoulder buttons give access to body punches and vital defensive guards for both head and body, although this is where the most serious problem lies.

Yes, there's a satisfying array of jabs, crosses and uppercuts – as well as rabbit punches, head butts and low blows for the less scrupulous – but actually having a tactical fight is nigh on impossible given the amount of buttons and the fingerwork involved. It's hard to go fast enough between punching and guarding to meet the demands of either the higher level opponents or your own reactions. The switch from defence to attack is just not instinctive enough.

Still, as the healthy score would suggest, there's much to enjoy in

*Knockout Kings 2000*. Actually being Muhammad Ali, Jake La Motta, Sugar Ray Leonard and the other all-time greats is a lot of fun and the fights, although geared towards attack rather than defence, can be very satisfying. You can even recreate classic bouts from the past, rewriting history as you go. Your punches do have real weight and putting your opponent on the canvas is always gratifying. And when the appeal of taking a fighter up the ranks dulls, there are always two-player slugfests to entertain. The charms of multiplayer fighting games should never be underestimated.

*Knockout Kings 2000* is the undisputed champion of boxing sims, then, but given the competition that doesn't exactly make it a heavyweight. One for fight fans only. ■

Chris Buxton

OFFICIAL UK  
**PlayStation**  
Magazine

**VERDICT**

GRAPHICS	Lots of well-animated, real-life boxers and plenty of gratifying hits 8
GAMEPLAY	The awkward control system ultimately leaves it wanting 7
LIFESPAN	Two-player fights are always entertaining 8

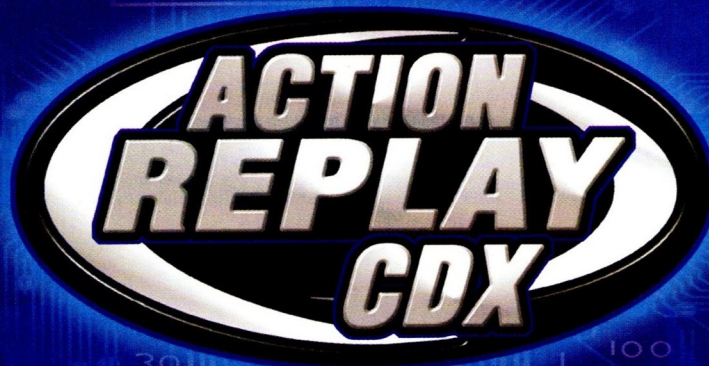
OVERALL  
*Knockout Kings 2000* is the best boxing game around, but given the competition that's not saying much. Unless you're a fight fan you're probably better off with a good beat 'em up

**7**

OUT OF 10



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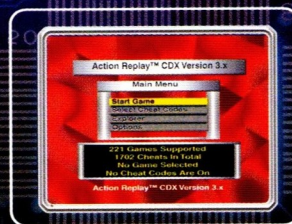
EXTRA  
CHARACTERS



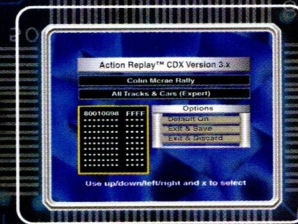
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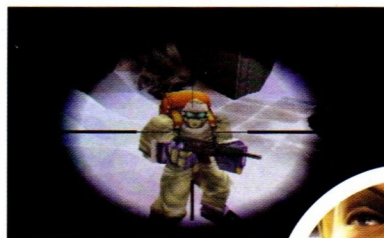


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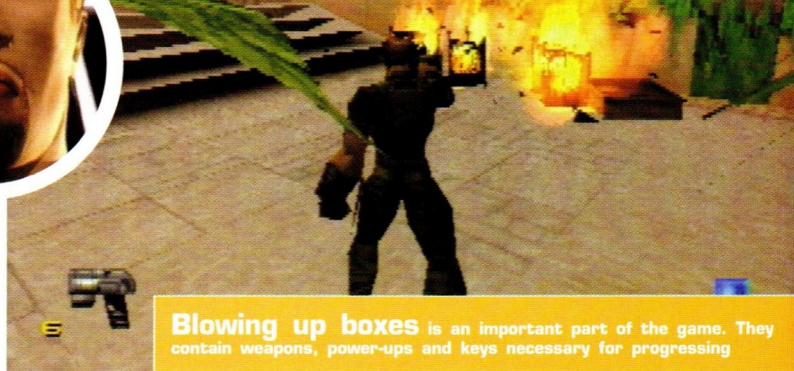
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**First-person and sniper modes make a welcome appearance. Unfortunately you have to remain stationary when using them, making it tricky to dodge bullets**



**Blowing up boxes is an important part of the game. They contain weapons, power-ups and keys necessary for progressing**

FANS OF FIGHTING FORCE BEWARE – YOU’LL FIND VERY LITTLE FAMILIAR HERE...



# Fighting Force 2

“It’s not really a sequel. It’s something completely different...”

## FACTFILE

PUBLISHER	Eidos
DEVELOPER	Core Design
RELEASE DATE	Out Now
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One

**IF YOU LIKE THIS THEN LOOK AT...**  
**METAL GEAR SOLID**  
 Still the best game ever made. Unputdownable and unforgettable

**F**awk Mason, one of the original *Fighting Force*, is apparently no longer content with spending his weekends beating people up with baseball bats and iron bars. He’s now a government agent, which basically means he can spend his time beating people up with guns and gadgets instead.

Starting the game with only a few knives and grenades, you have to rely on hand-to-hand combat to deal with the first few bad guys. The controls are easy to pick up, but you’ll instantly realise that the combat system is deeply flawed. When you’re outnumbered, which given that you’re on your own is most of the time, it’s incredibly difficult to turn from one enemy to another without taking a beating. There’s a 180° turn button which helps, but smaller rotations seem

to take an age. There’s also the matter of not being able to kick opponents while they’re down. Punches, kicks and even bullets will not connect with enemies unless they’re standing upright. The result is that having beaten an enemy to the ground you have to stand around waiting for them to get back on their feet before you can finish them off. Why?

More tedious still is having to beat up boxes, cupboards, photocopiers and other bits of scenery in order to find weapons or keys. Points are also accumulated by causing damage, effectively making what was a nice incidental feature of the first game a very dull and necessary element of the sequel. However, there’s an excellent selection of weapons on offer, all capable of taking out even the most ferocious of photocopiers, and Hawk is only able to carry a realistic amount of

gear. The inventory for selecting weapons is a little clumsy, though, and does not pause the game at all. All too often you find yourself getting beaten up as you attempt a change of weapon. With practice you’ll learn to overcome *FF2*’s flaws, but they are flaws nonetheless and will still frustrate you from time to time.

The exclusion of a Two-Player Mode is presumably the result of some of the weapons. The sniper rifle, for example, has a First-Person Targeting Mode – not a multiplayer friendly feature. This is unfortunate because the best thing about the original was definitely the two-player game. *Fighting Force 2* isn’t really a sequel, it’s an attempt at something completely different. With a better control system and a few less boxes to beat up it could have been a contender – but it isn’t. ■

Justin Calvert

OFFICIAL UK  
**PlayStation**  
 Magazine

**VERDICT**

GRAPHICS	Looks a lot better than it plays, which is unfortunate 8
GAMEPLAY	Extremely repetitive, really needed a Two-Player Mode 6
LIFESPAN	Dull, repetitive, dull, repetitive, dull and repetitive 6

## OVERALL

This is neither *Metal Gear Solid* or *Fighting Force*. It contains elements of both, but ultimately isn’t as good as either of them. An extremely shallow title trying to be something it’s not

**6**

OUT OF 10



EVER  
NOTICED  
THE  
LITTLE  
BUMP  
JUST  
AFTER  
THE  
THIRD  
CORNER  
OF  
THE  
NÜRBURGRING?

YOU WILL.

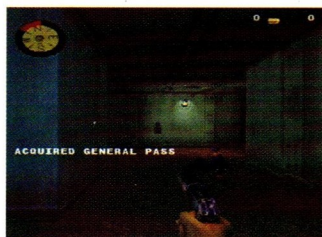
*Sit in an armchair, watching cars going fast round a foreign racetrack.  
Don't kid yourself that you're involved. Try feeling every little bump and kink.  
Try driving millimetres away from disaster. Try chasing the big boys until you learn  
how Häkkinen brakes. How Schumacher breathes. How Frentzen takes his coffee.  
There's only one way to get closer to the action. And believe me, you can't afford it.*

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**Building tension** is an integral part of *Medal Of Honour*. Stalking round sewers, dogs of war leaping from every darkened corner, Nazi guards taking shots from the shadows. Heart-pounding stuff, indeed...

EUROPE, 1945 AND THERE'S A PROTOTYPE 007 IN THE LINE OF FIRE



# Medal Of Honour

“Ducking round corners in the sewers triggers eerie tunes,

## FACTFILE



PUBLISHER	Electronic Arts
DEVELOPER	Dreamworks
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	£39.99
NUMBER OF PLAYERS	One to two

**T**he delights of the one-shot kill. Line up a tin-pot helmet in the cross hairs, gently squeeze the trigger and another Nazi's no more. Set at the tail end of World War II, *Medal Of Honour* takes you on a jaunt round Europe as a field agent for the Office of Strategic Services. Standard first-person shooting stuff, you might think, but this title goes way deeper than that.

Tracking across seven missions, each one related to the war effort in Germany, *Medal Of Honour* gives a fascinating insight into what might have been expected from a special agent. Sabotaging German bomb plants, blowing up chemical warfare sites and infiltrating technology labs were all in the line of duty. As was the probability of death round every corner.

One mission in particular, gives you the task of scuttling a massive U-Boat the Germans are developing in a secret dock. Blow the fin controls, send it into a dive, then escape the doomed sub. Great. In a lesser game that would constitute a

mission on its own. But what makes *Medal Of Honour* vastly superior to any other game of its type is this – the mission actually begins with you stowed away on a merchant ship bound for the secret U-boat dock. By disguising yourself as different members of the crew you wander around causing maximum damage to the boat before making your way to the dockside.

Leap across the warehouse rooftops, walk tightrope across ducting pipes, blow up trucks so the seamen can't escape and locate the entrance to the production facility. Battle through the submarine building bays, pick up blueprints for the ship, delivery orders and technical specs, destroy the bay doors and get access to the super sub. Only then does the latter part of the mission kick in. If that isn't totally immersive then what is?

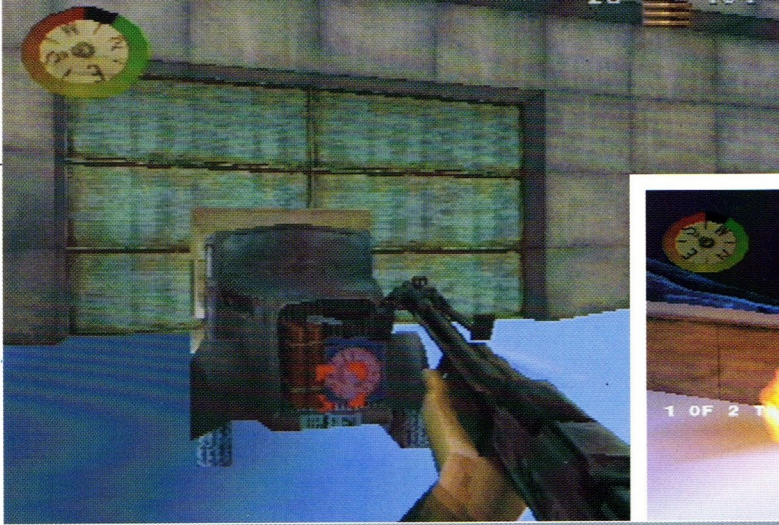
There's a huge arsenal of weapons for you to collect. Polish your skills with the lowliest Colt 45, then move to a prototype bazooka, via sniper rifles and hand grenades. Use a Dual Shock Controller and the thing rattles away as if

it were actually a recoiling Thompson machine gun. While the shots don't demand pinpoint accuracy to begin with, you'll soon find the AI of the enemy in the later levels demands some super-sharp shooting. The Nazis gradually get much quicker in their movements, speeding up their reflexes to the point when they can actually pick up one of your lobbed grenades and toss it back in your face.

Graphically, *Medal Of Honour's* almost flawless, no tearing, occasional hot spots and minor glitching, but nothing to detract from the way you play the game. It also succeeds in creating a palpable sense of suspense and tension through evocative use of music. Perhaps not genuine World War II music, but suitably filmic nevertheless. Ducking round corners in the sewers triggers eerie tunes, anticipating the Nazi guards you might meet on the next. Scenes in which you're swamped with soldiers bearing down on you from every passageway are scored with a gung-ho *Dirty Dozen*-esque track that actually has you imagining you're



# Medal Of Honour



**Objectives** like laying down demolition charges get the Nazis hardware blown sky high



With a huge arsenal of weapons at your disposal, correct gun selection proves hugely important. The shotgun's good for close range shots, the sniper rifle for long range and the machine gun for mass killing duty



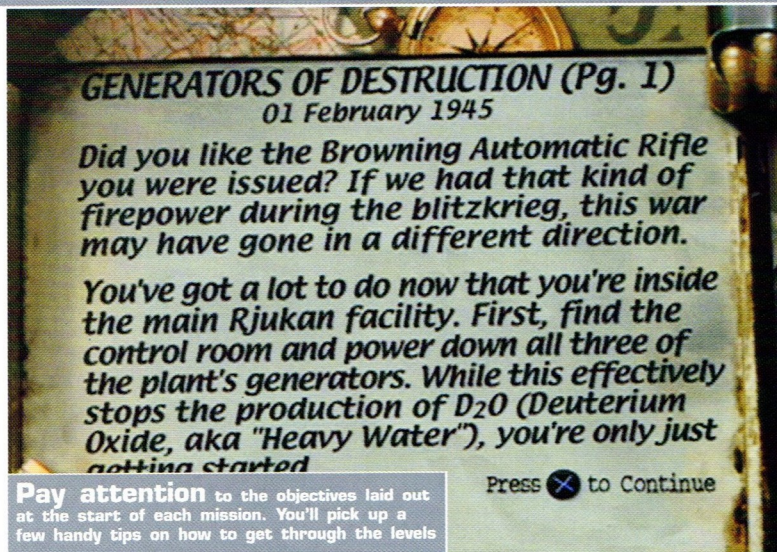
## anticipating the Nazi guards..."

chomping down on a stogie, Eastwood at your side.

Still want more? There's a Multiplayer Mode too, offering you the chance to chase your mate through half-a-dozen levels based on places you've visited in the game. Tool up, don your uniform and charge round lobbing grenades into the darkness. Superb.

The single criticism that can be levelled at the game is that it's a little short, probably the same size as *Metal Gear Solid*, without the nuances that make Kojima's classic so exceptional. However, for the time you play, it never fails to be a nerve-jangling experience and perfectly generates that holy grail of gaming, "just one more damn go..." The longest day, indeed. ■

Dan Mayers



Pay attention to the objectives laid out at the start of each mission. You'll pick up a few handy tips on how to get through the levels

Press X to Continue

## HOW TO...

### CLEAR THE DECKS



With a cave opened up ahead you've got to surmise that there'll be Nazis skulking somewhere in the shadows. Step one, hole up in a position that allows you maximum positioning for covering fire. Preferably behind a large wall.



Strafe outwards and load up a shell, aiming for the floor someway in the dark distance. Step two, fire the rocket and watch the flame light up the surrounding area. Hopefully you'll also see body-shaped objects being launched into the air.



The initial shell should have cleared the majority of the soldiers, but any that are left will soon be scurrying towards you. Step three, the prudent soldier ducks back behind the protective wall, and strafes out, first with the machine gun, then the more close range shotgun.

IF YOU LIKE THIS THEN LOOK AT...

QUAKE II

Atmospheric space shoot 'em up. Graphically supreme, and incredible Multiplay Modes

OFFICIAL UK  
**PlayStation**  
Magazine

**VERDICT**

■ GRAPHICS

Incredibly-smooth texturing, highly atmospheric. **9**

■ GAMEPLAY

Absolutely compelling, near unputdownable **10**

■ LIFESPAN

Multiplayer Mode and secret codes open it up **8**

■ OVERALL

The historical perspective, with actual footage from World War II archives, objective-based missions and tense, taut action make this more than just an essential first-person shooter

**9**

OUT OF 10









More difficult moves such as the wall ride and the method have to be learned by moving through the game until your character is competent enough to pull them off.



Even if you find a high-scoring area like this collection of ramps, it's important to move around the level or you'll be marked down

ANYTHING YOU CAN DO, I CAN DO BETTER... INCLUDING THE BITS THAT HURT



# Thrasher Skate & Destroy

“You actually get a feeling of satisfaction from pulling off a trick”

## FACTFILE

PUBLISHER	Take Two/Rockstar
DEVELOPER	Z-Axis
RELEASE DATE	January
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...  
TONY HAWK'S SKATEBOARDING  
If you are a skater, get your hands on this hugely-entertaining arcade sim

**Y**ou can't talk about a skate game without referring to *Tony Hawk's Skateboarding* – the best skating game on PlayStation so far. This unashamed arcade game made the impossible possible, the ollie obtainable and the rocket reachable – much to our delight. But maybe there's more? Maybe there's a different, better approach? Maybe that game is *Thrasher Skate & Destroy*.

The gameplay in *Thrasher* is pretty standard – take a skater through each of the levels, scoring points for a trick within a certain amount of time. To complete a level you have to escape from a cop giving chase. Progress through the levels, earn sponsorship deals and become the best skater in history – or something like that. If you want a bit of originality try the Two-Player Mode where

skaters battle it out – not for the best stunts, but for the best and most damaging accident. Hilarious. But the real test is what the skating feels like.

This game was made by skaters for skaters. The developers have ignored the easy option of arcade-style gameplay and gone for a simulation approach. This means it takes a lot of practice to get your skater to perform any stunts.

Anyone expecting to pull off a 1080 kickflip misty to stalefish straight away by randomly pressing the buttons will come away sadly rejected. But *Thrasher* will reward your efforts. Spend any amount of time with it and you'll soon be pulling off wall grinds, varials and stalefishes, with ease. And you actually get a feeling of satisfaction from pulling off a trick rather than just bashing the buttons and performing outrageous moves. The icing

on the cake is the classic '80s soundtrack. We're not talking Flock Of Seagulls, but music from the street (man). Cuts from Public Enemy, The Sugarhill Gang and Grandmaster Flash give *Thrasher* a unique old-skool atmosphere.

While *Thrasher* is an excellent attempt at a skate sim, it does fall short of perfection. The controls can be a little twitchy and the awkward camera angles can make landing tricks difficult. However, *Thrasher* is exactly what a skating game should be – a test of manual dexterity and, most importantly, incredibly cool to play. It will take a fair amount of work from you to get anything out of it, but the rewards are definitely worth it.

Anyone who found *Tony Hawk's* to be pure arcade fantasy will love *Thrasher Skate & Destroy* – it's sick, man.

Nick Jones

OFFICIAL UK  
PlayStation  
Magazine

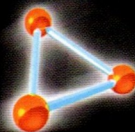
GRAPHICS	A good lo-fi skatey feel to it 7
GAMEPLAY	Tough to begin with, but ultimately rewarding 8
LIFESPAN	Lots of tricks to learn and courses to skate 8

**OVERALL**  
An excellent game, but not quite up to the standard of *Tony Hawk's Skateboarding*. If you concentrate and practice hard, you'll soon become adept at all those wall grinds and varials

8

OUT OF 10





# evolution

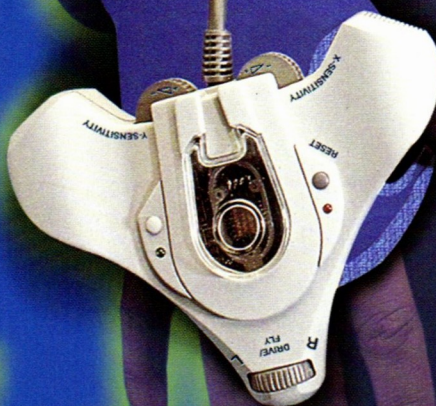
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**Choice cuts...** You get to choose which character to play; a samurai or a female ninja. The two aren't really that different in fighting styles but the lady looks a bit nicer

**Samurai confrontation**  
Ronin Blade is all about dark alleys and sword play. Fighting is pretty cool

THE ADVENTURE THAT'S MORE DAME KIRI THAN HARI-KIRI...

# Ronin Blade



**You could describe this as *Resident Evil* with samurais**

## FACTFILE

PUBLISHER	Konami
DEVELOPER	In-house
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	£34.99
NUMBER OF PLAYERS	One

**IF YOU LIKE THIS THEN LOOK AT...**

**TENCHU: STEALTH ASSASSIN**  
Ninja-style action: stealth, cunning and throwing stars. Far superior to this

**T**he world of the samurai is ripe for a videogame. Steeped in myth and oriental glamour, it is surprising that no-one has bothered to digitise the warriors' code before. Luckily for us though, *Ronin Blade* has arrived to avenge the past with a story full of symbolism and ritual violence that uses the *Resident Evil* games as a blueprint. In fact, you could happily describe this as *Resident Evil* with samurais... If only it was as good as that sounds.

While *Ronin Blade* presents two characters with different fighting philosophies (a samurai and a ninja) their fighting styles are almost identical. Any hopes for a *Tenchu*-style ninja and a *Bushido Blade*-style samurai are dashed by the similarity of their controls. The only real distinction between them is their

separate perspectives on the story. This takes place in medieval Japan where your chosen hero stumbles across a group of soldiers attacking a young ninja girl. Rushing to her aid your character inevitably becomes entwined in an increasingly outlandish story of psychotic shoguns and demonic possession.

The story is moved along nicely by some good cut scenes, with excellent voice action and characterisation. It's all very cinematic, but then that's the expected norm for this kind of game. What follows is a lot of exploring, fighting, clue-gathering and a bit of puzzle solving. We've all been there before and quite frankly it all becomes a little repetitive.

Such scant ambition keeps *Ronin Blade* hovering right around the average mark. The gameplay has few original ideas. The samurai posturing may be

impressive and the fight system works fairly well, but the game world suffers from a lack of credibility. The graphics are atmospheric enough, but for a supposedly-bustling Japanese port there are very few people around. Those that do appear stumble around with no apparent purpose. Their only job is to wait until you're ready to talk or fight with them.

At least the story is marginally interesting and the ability to play from two different characters' perspectives props up your interest for a reasonable amount of time. But there's no escaping it – *Ronin Blade* is a tragic waste of samurai style. While it may be a little different from the usual PlayStation fare, there are plenty of better action adventures around. Who said *Tenchu*? ■

Nick Jones

OFFICIAL UK  
**PlayStation**  
Magazine

GRAPHICS	Attractive pre-rendered backgrounds that lack atmosphere	6
GAMEPLAY	Good fighting system neutralised by stale puzzles	5
LIFESPAN	Two characters to play prolongs the pain	6

**OVERALL**  
It's a very good idea to do a game based on samurais but the execution could have been so much better. *Ronin Blade* could and should have been a brilliant game. Sadly, it's not

**6**

OUT OF 10





**Location, location, location...** Xena and Gabrielle get the full tour of the magical worlds of the Gods, replete with horrific, ancient monstrosities



**Darkness falls** across ancient Greece, bringing with it a load of monsters to kill. Fighting in this game's a lot more tricky than it at first seems.

OF SWORDS, SORCERY AND METAL-FLAVOURED BRAS...



# Xena: Warrior Princess

“Mostly it's a case of stumbling along, waiting for the next soldier”

## FACTFILE

PUBLISHER	Electronic Arts
DEVELOPER	Universal Interactive
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One

**IF YOU LIKE THIS THEN LOOK AT...**

**TOMB RAIDERS I & II**

If you've missed out, pick up the pair of 'em on Platinum. They're better than this

**E** it late really, isn't it? Nice potential (clanging swordplay, magic, monster pick-n-mix and bottomless cleavage), shame about the timing and execution. Comparisons with a certain other spunky lady may be inevitable, but the hope of Xena as Lara-come-lately is sadly scuppered by a clunky control system and painfully linear gameplay.

For the record, the evil Kalabrax, imprisoned by the Gods, has escaped. Sniffing around for a human sacrifice, Ms Kalabrax picks on Xena's sidekick Gabrielle. Xena's not happy. Xena fights her way through 21 levels of third-person combat peppered with occasional puzzles en route to a final confrontation.

She kicks, she rolls, she leaps, she decapitates an endless succession of Kalabrax's broadsword-flailing bozos. All

aided by the standard health potion and weapon/armour-upgrade pick-ups and a few rugged chaps booming out the odd bit of Zen guidance ("If you try to fail and succeed, which have you done?") The puzzle bits are passable, but they're spoiled by the old problem of it being too easy to tell the murky decorative backgrounds from the brightly coloured Things To Interact With.

Mostly, it's a case of stumbling along, waiting for the next soldier to attack, and while there's been a reasonable effort to vary Xena's fighting moves, you'll find yourself repeatedly hammering the sword button rather than waste time and energy messing about with complex kick/sword/roll combo antics. The platform elements are also pretty shaky. Positioning Xena to face in the right direction is tiresome enough, but dare to

misjudge the jump for that next crate and there's no *Tomb Raider*-style cling-to-the-edge correction. It's back to the beginning for another flash of *deja vu*.

Successes? Well, efforts have been made to keep the game flowing seamlessly from area to area with only a quick tea-slurp's worth of loading time, and although the fights tend to be awkward, multi-directional affairs, they kick off with some highly amusing battlecries ("Die, witch!") There's also a great bit with a grotesque, boulder-hurling Cyclops which works as a satisfying mix of all-out combat and lateral thinking.

If you're currently updating your 'Xena's Kick-Ass Web-Shrine,' you'll swoon over the fairly accurate show-to-game content and mood. More discerning gamers should rent it or leave it. ■

Andy Lowe

OFFICIAL UK  
**PlayStation**  
Magazine

**VERDICT**

GRAPHICS	Ageing look - lots of awkward clips and flickers 5
GAMEPLAY	One-dimensional and samey. A few reasonable puzzles 6
LIFESPAN	More frustrating than challenging. A day or two, tops 5

**OVERALL**  
A hapless minnow to *The Last Revelation's* great white. Dated, ill-timed, hopelessly-optimistic license with little style or innovation. Only hardcore Xena bores need apply

**5**

OUT OF 10



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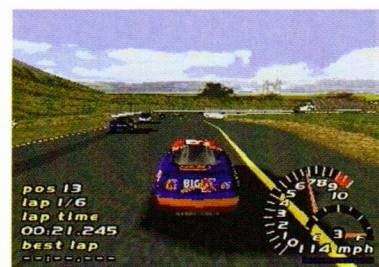




There's plenty of detail, but not much else to show apart from a left curve. Even when a few cars try and go through the same corner there are no decent crashes. You might want to play TOCA 2...

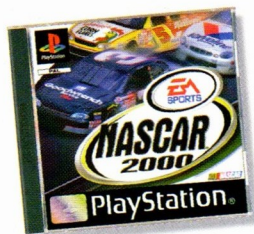


Don't play the road tracks in this view. On the crest of a slight hill you can't see what's coming



IT'S NOT AS BORING AS YOU'D THINK. WELL, NOT QUITE

# NASCAR 2000



“Features all of the cars and drivers you’ve never heard of”

## FACTFILE

PUBLISHER	Electronic Arts
DEVELOPER	Papyrus
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...  
TOCA 2: TOURING CARS  
Still one of the best racing games out there and a lot of fun

**T**here are plenty of half-arsed comedians in the world willing to editorialise on the differences between us and our transatlantic cousins, but you have to admit their sports are rubbish. In basketball you are expected to score almost as soon as you get the ball. The NFL is all pauses and time outs, and NASCAR – the rough equivalent of our Touring Cars – takes place predominantly on huge oval tracks which you have to drive around up to 500 times.

But if you like left turns and cornering at 180 mph then this is the sport for you, and Electronic Arts' long-running NASCAR series is the place to satisfy your simulation needs. As accurate as the most anal Grand Prix simulation, NASCAR 2000 features all of the cars and drivers you've

never heard of, set-up tuning to enable you to attempt the corners at 182 mph, and all 18 tracks from the last season (plus five EA-designed variations).

But there's no getting away from the fact that driving round ovals isn't that interesting. You can usually get the set-up and your driving technique settled within ten or so practice laps (five minutes driving). The race itself turns into a parade, made interesting only if you cock up quite badly and are forced to make your way through the pack all over again. Meanwhile, tedious voice-overs remind you over and over again to watch out below – which means don't drop to the lower part of the banked track, because someone's trying to get past you – and to save your tyres. They pay no attention to your position on the track or how close to the end of the race you are,

continuing to advise you to right up to the finish line.

Only when you get the chance to race on one of the three or so road tracks do you begin to see the potential of the game's engine, though it still can't compete with the joyous experience of games like TOCA 2: Touring Cars. It would help if you could cause huge pile-ups, but even the crashes are disappointing. Cars smash into each other without losing so much as a bolt, while the collision detection is woefully poor. It's possible to bury half your car into an opponent, polygons fighting for the right to be displayed.

As a driving game the detail and accuracy is spot on, and it's possible you could become quite absorbed, but you'd have to be a real obsessive. ■

Steve Owen

OFFICIAL UK  
**PlayStation**  
Magazine

**VERDICT**

GRAPHICS	Detailed tracks, cool tyre marks, rubbish crashes... 4
GAMEPLAY	Super-realistic handling, but so many ovals 5
LIFESPAN	The sport might hook you, in which case 23 tracks is plenty 7

■ **OVERALL**  
Assuming you don't already follow the sport, NASCAR 2000 isn't going to persuade you to do otherwise. A clever and well-executed simulation, but oh so incredibly dull

**5**

OUT OF 10



## PLAYSTATION CHEATS & TIPS

**CHEAT MASTER**

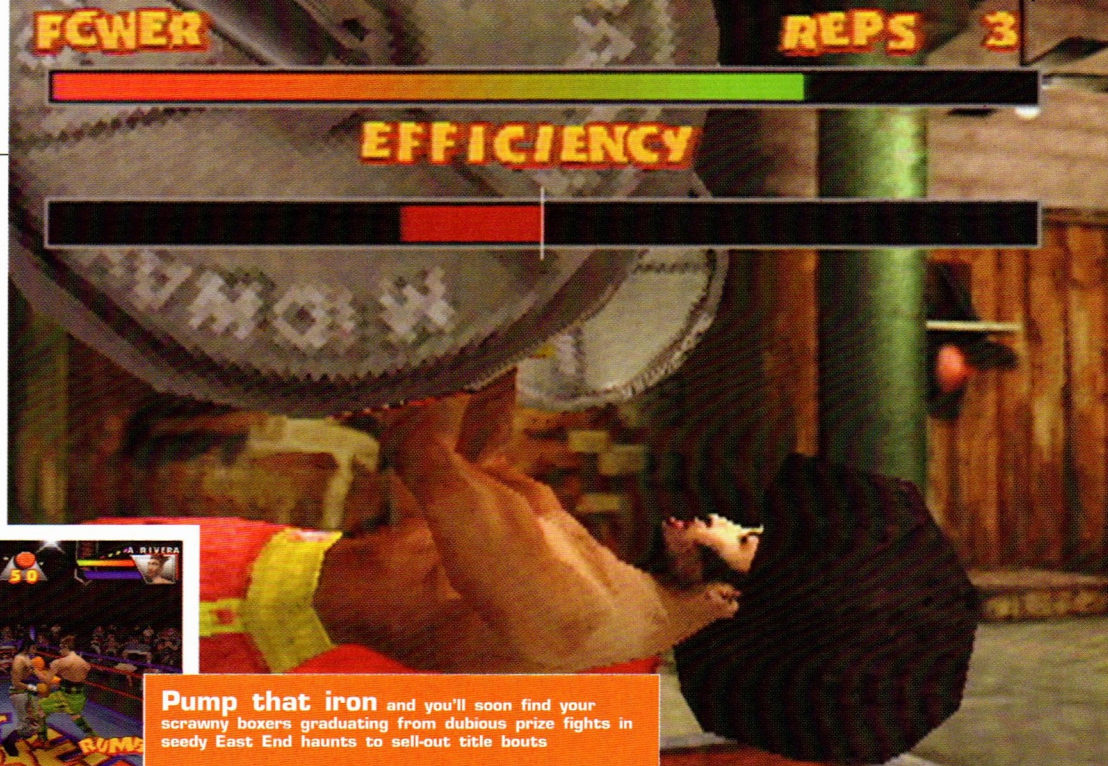
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THE GLOVES ARE ON, ROBES ARE OFF AND THE MAN IN THE BOW TIE IS GOING CRAZY...



# Ready 2 Rumble

“Naturally, such a gloriously-warped bunch of boxers have little

## FACTFILE

PUBLISHER	Midway
DEVELOPER	In-house
RELEASE DATE	Out now
AGE RESTRICTION	12 and over
PRICE	£39.99
NUMBER OF PLAYERS	One to two

**L**ong before PJ & Duncan, a man with an immaculate tan had already patented the “let’s get ready to rumble” catchphrase. Every American boxing fan is familiar with suave-yet-hysterical ringside MC Michael Buffer, who presides over this colourful display of PlayStation pugilism.

That *Ready 2 Rumble* is endorsed by an announcer rather than an actual boxer underlines its showbiz leanings. Anyone who still believes boxing to be a noble art – even after the recent series of Lewis/Holyfield farces – may be offended by *Ready 2 Rumble*’s vision of the sport’s future as a freakshow of WWF proportions. The cartoonish cast of international fighters all boast catchphrases, insults and individual celebratory routines which make Prince Naseem’s antics seem like the prelude to a Scrabble championship in comparison.

A great deal of mirth can be generated from the mismatch of physiques obtained by pitting camp sumo Salua Tua against Afro Thunder, a boxer

who always looks more likely to throw down a breakdance move than land a punch. There’s also Big Willie Johnson, a ’30s throwback with a none-too-stiff upper lip, and Lulu Valentine, the jumpsuited minx who insists she’s not just a pretty face. The characters are drawn with careful attention to detail and a perceptive sense of humour that’s quite rare in videogames. In your early, unglamorous fights, the apathetic crowd will reward your efforts with a slow handclap while your helium-voiced coach does his nut in the corner. The atmospherics are perfect.

Naturally, such a gloriously-warped bunch of boxers have little truck with the Queensberry rules. Each character has their own unique moves and combos – they don’t quite match *Street Fighter* levels of insanity, but they’re rather more inventive than anything permitted in a WBF title fight. Butcher Brown even has a headbutt at his disposal, though we’ve yet to discover a secret ear-biting move. Land six big punches and the letters at the bottom of the screen will spell out the

word RUMBLE. A quick tap of the shoulder buttons will then activate Rumble Mode, in which your fighter’s gloves start to glow white with rage and a series of frenzied blows rain down on your opponent.

There’s a flaw in *Ready 2 Rumble*’s fight mechanics, though. The controls are sluggish and unresponsive, which is a frustrating state of affairs in a game that relies heavily on speed. You need to be blocking and attacking one step ahead of your opponent, but this is often impossible as your fighter appears to dither before carrying out your command. What was intended as a lightning blow to the chin sometimes emerges as more of a drunken flail. With a little bit of tactical nous you will be able to use the unreactive controls to your advantage, but that’s not the point.

If you’re looking for an ingenious range of one-player options, *Ready 2 Rumble* isn’t the game for you. The Championship Mode requires you to rescue another teenager from a life of petty crime and turn them into a boxing champ, but this





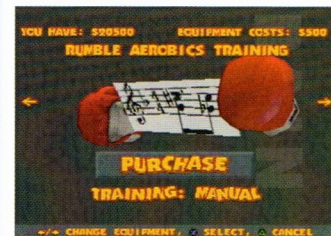
# Ready 2 Rumble

**PaRappa is everywhere**, even influencing this Musical Training Mode designed to improve your boxer's rhythm and timing. Sadly, the sluggish game speed makes the task impossible



## HOW TO...

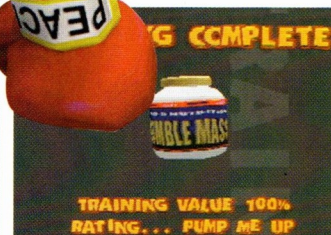
### TRAIN YOUR BOXER



**Rumble Aerobics Training:** This is meant to increase the speed of your reactions by making you press buttons in time to a dancing ball. Cheap and entirely futile.



**Weight Lifting:** Try this to increase your boxer's strength. You control something similar to a golf game swing-o-meter in order to pump iron.

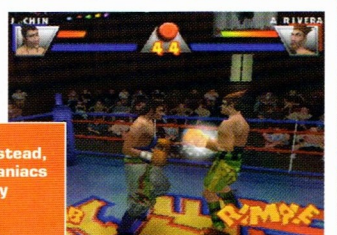


**Rumble Mass Nutrition Regime:** The lazy option - an expensive and surely illegal pot of pills requiring no effort, but achieving miraculous results. Shrinks the old chap, though.

**IF YOU LIKE THIS THEN LOOK AT...**  
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As accurate a boxing simulation as you'll find on the PlayStation



**You can't be Tyson.** Instead, a motley crew of ugly, psychotic maniacs are at your disposal... So it's pretty much the same thing



**Activate Rumble Mode** and your boxer's gloves glow white, allowing you to execute a rapid flurry of damaging punches

Sam Richards

## truck with the Queensberry rules

is a goal which can only really be obtained by continuously fighting the computer (and placing a few sly bets on the outcome). There are training routines, but these aren't interesting or challenging enough to function as mini-games in their own right.

Then again, single-player satisfaction isn't really the function of *Ready 2 Rumble*. It's a game which fully expects you to have your mates greased up and primed for the onset of brain damage. If you can put up with the PlayStation version's unfortunate inferiority complex, *Ready 2 Rumble* is a terrific blast which catches the prosaic *Knockout Kings* series leaden-footed. You may not be splayed out on the canvas, but *Ready 2 Rumble* will definitely have you on the ropes. ■

Sam Richards

OFFICIAL UK  
**PlayStation**  
Magazine

GRAPHICS	Imaginative, but grizzly round the edges 7
GAMEPLAY	Fun, but a little sluggish 7
LIFESPAN	Strictly a multiplayer punch-up 6

OVERALL  
A genuinely funny and extremely stylish boxing game that is sadly let down by the unresponsive controls and limited one-player options. It could have been a contender...

7

OUT OF 10





**EXPLOSIVE**

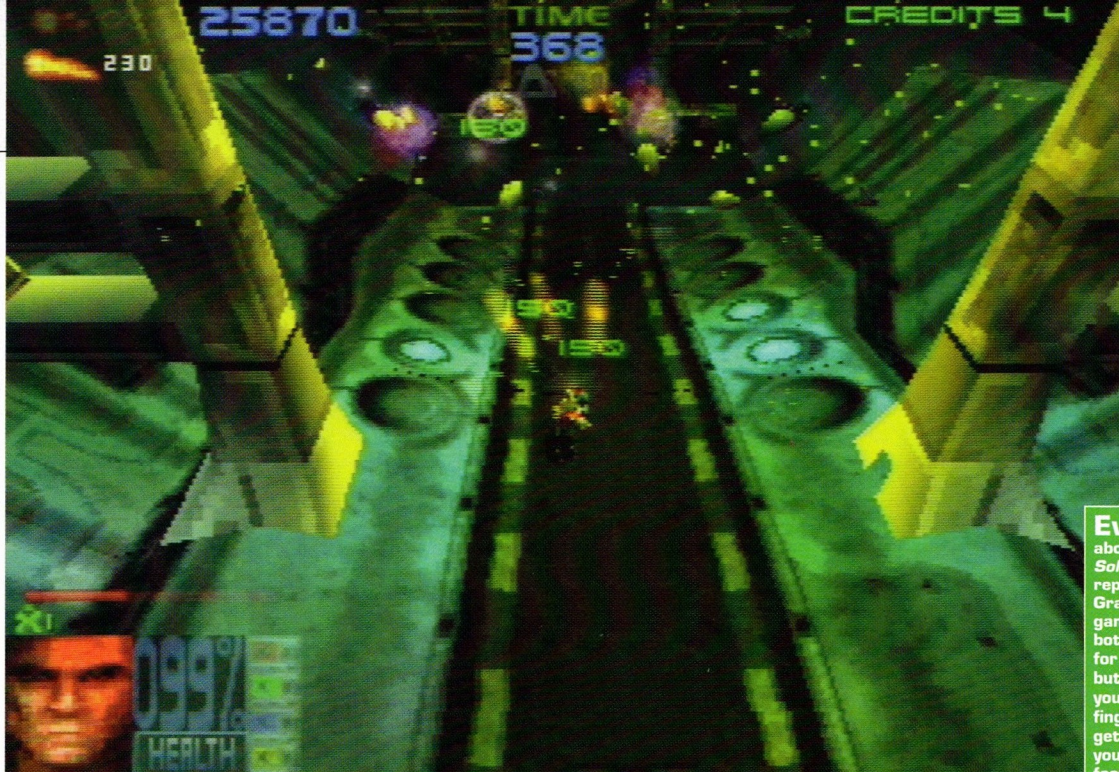
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**Everything** about *Millennium Soldier* screams repetitive. Graphics and gameplay are both satisfying for a short while but ultimately your trigger finger is gonna get bored and your brain will be fast asleep



MILLENNIUM SOLDIER? OR MID-1980S SOLDIER – BUT IN 3D?

# Millennium Soldier



“The weapons are terrific – machine guns, multiple lasers...”

## FACTFILE

PUBLISHER	Infogrames
DEVELOPER	Rage
RELEASE DATE	Out now
AGE RESTRICTION	11 and over
PRICE	£39.99
NUMBER OF PLAYERS	One to two

**IF YOU LIKE THIS THEN LOOK AT...**  
**SYPHON FILTER**  
One man against all the odds, with an incalculable body count

**L**ife is tough, and reality doesn't always live up to the concept. Last year's *Avengers* movie, for example. Or kebabs. Or, sadly, *Millennium Soldier*. Here's the concept: take the 1980s coin-op hit *Commando*, in which a little chap ran up the screen shooting baddies, and do it on the PlayStation with 3D graphics, eyebrow-singeing explosions, rack after rack of weaponry, screen-filling bosses and a split-screen Deathmatch Mode. Excited? But here's the reality: a confusion of pixels in which it's fearsomely hard to see who's shooting who, combined with a control system that's like patting your head while rubbing your stomach.

The landscapes you trot through are great, with big tank things crashing through walls, trains zipping over bridges

and even the odd excursion in an alien spaceship. The weapons, too, are terrific – machine guns, flame-throwers, multiple lasers, grenades and rocket launchers. There are even little *R-Type*-style orbiting globes to help you tackle any baddies who invade your personal space.

Your bloke and his adversaries are tiny, however, so the last thing you need is to have them obscured by massive explosions, clouds of smoke and showers of shrapnel. But that's what happens. Half the time you simply can't see what's going on, which way you're facing, or where you're meant to be going – you have to listen for aarghs just to let you know you're being shot.

And the controls... Well, the directional buttons make you run up, down, left and right, which is sensible enough. And you fire in the direction

you're running, which makes sense too. Until, that is, you have to shoot at something that's shooting back at you. Then you need to be able to side-step, like in *Quake*. And you can – the L1 and R1 buttons let you strafe left and right. Except that's left and right from your character's perspective, which could in fact be up and down, or even right and left, depending on which way he's facing on the screen. Confused? You will be. A *Robotron*-type system of running and firing independently may have been more effective, but isn't an option in the finished version.

If you can get your head round the controls, and squint your way through the graphics, there's fun to be had with *Millennium Soldier*. But you might be happier with a kebab. ■

Jonathan Davies

OFFICIAL UK  
**PlayStation**  
Magazine  
**VERDICT**

GRAPHICS	Too damn many of them. Atmospheric but bewildering 7
GAMEPLAY	Action all the way, scuppered by a dodgy control system 5
LIFESPAN	There's plenty here if you can get your head round it 6

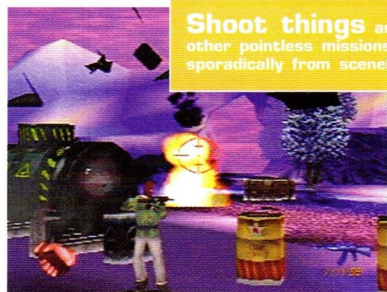
■ **OVERALL**  
If Infogrames do a *Millennium Soldier 2*, with clearer graphics and more manageable controls, they'll be on to a winner. The idea's great, it just didn't quite come together

**6**

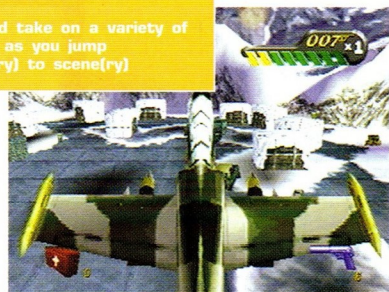
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# REVIEW

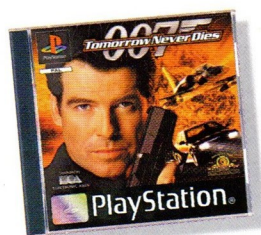


Shoot things and take on a variety of other pointless missions as you jump sporadically from scene(ry) to scene(ry)



Explosions are, as per all things Bond, in plentiful supply

BOND IS ON THE PLAYSTATION, FOR THE FIRST TIME EVER...



# Tomorrow Never Dies

“Bond is prone to getting snagged on the bug-riddled scenery”

## FACTFILE

PUBLISHER	MGM Interactive/EA
DEVELOPER	Black Ops
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	£39.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS THEN LOOK AT...

## SYPHON FILTER

Tuxedo-clad espionage. And first-person shooting. Fantastic

**P**eppering this review with clichéd Bondisms would be all too easy, which is precisely why it doesn't open with the line, “We've been expecting you, 007. You and your appallingly-overdue movie tie-in.”

Very loosely based upon the film of two years ago, *Tomorrow Never Dies* is a third-person action/adventure with subtle stealth overtones and gadgets ahoj. It should prove familiar territory to anyone who has played the superb *Syphon Filter*. However, where *TND* has the edge over *Syphon Filter* is in the impressive diversity of its gameplay.

For the most part, *TND* sees you shooting merry heck out of enemy troops, or sneaking around installations, tower blocks and hotels. You'll also find yourself skiing down mountains and

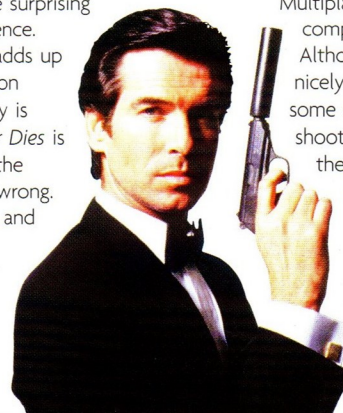
driving the movie's signature BMW into battle against bomb-lobbing terrorists. One level even has you taking control of high-kicking Wai Lin, as played by Michelle Yeoh in the movie. Naturally, Bond himself comes well equipped, the ubiquitous sniper rifle surprising no one with its presence.

While all of this adds up to a fine experience on paper, the stark reality is that *Tomorrow Never Dies* is rubbish. For starters, the control system is all wrong. Bond is unresponsive and prone to getting snagged on the bug-riddled scenery. Admittedly, MGM Interactive may have done this on

purpose, but try as we might, we can't recall any scenes from the film where Pierce Brosnan wobbled around behind an intermittently disappearing fence, or slid along a wall like some possessed arthritic.

Better graphics or at least a Multiplayer Mode would have compensated somewhat. Although your missions are nicely varied – there's usually some objective beyond just shooting stuff – it can't disguise the fact that *Tomorrow Never Dies* is an ugly, flawed monstrosity and utterly undeserving of its license. MGM should be ashamed. James Bond? James Arse, more like. Still, the soundtrack's cool. ■

Paul Rose



OFFICIAL UK  
PlayStation  
Magazine

## VERDICT

GRAPHICS	Nice locations, but they suffer from severe break-up 4
GAMEPLAY	Lots of diversity, but the control needs a lot of work 5
LIFESPAN	Ten missions split into sections. No multiplayer, though 5

**OVERALL**  
A classic example of a wasted opportunity. James Bond deserves far better than this poorly-constructed piece of nonsense. Dodgy graphics and a total lack of playability makes it one to miss

5

OUT OF 10



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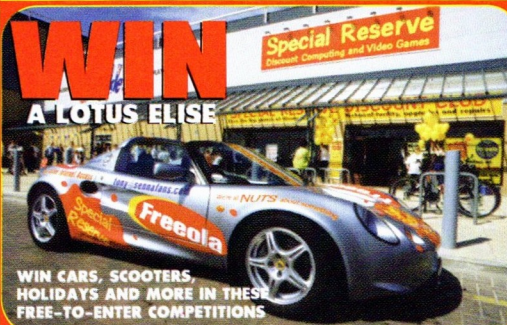
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# REVIEW



It's not just violent... Underneath all the carnage are real plays, calls and a cool Play Editor for making your own offensive plans

AMERICAN FOOTBALL MEETS *ROLLERBALL* IN MIDWAY'S LONG-LOST BRUISATHON



# NFL Blitz 2000

“You need *NFL Blitz* – and anyone who disagrees is a ponce”

## FACTFILE



PUBLISHER:	Midway
DEVELOPER:	In-house
RELEASE DATE:	Out now
AGE RESTRICTION:	15 and over
PRICE:	£39.99
NUMBER OF PLAYERS:	One to four

**A** long time ago in a *PSM* far, far away (*PSM40* to be precise), we reviewed a game. It was an absolute stormer.

Veined with playability, this title spot-welded tactics, forethought and utter carnage together into one arcade-added bundle of bliss. It stopped work at *PSM* Towers, it received an 8/10 score and Joe and Josephine Public duly waited by the tills. And waited...

14 issues on, that game is about to be released – kind of. Due to all manner of tedious contractual wrangles, *NFL Blitz* was never released in the UK. Thankfully *NFL Blitz 2000* is on its way. Yes, it still sports those expensive NFL trappings (real teams, players and stadia) but after that, the gloves are off. 'First down and ten' is now 'first down and 30'; teams are reduced to just seven and the rulebook

has been torn in two to be replaced by madness. A cartoon perversion of America's beloved gridiron, *NFL Blitz*'s unique selling point is violence – and buckets of it. Tackles cripple, players can be poleaxed irrespective of whether they have the ball and even after a player is sacked, follow-up roughing is mandatory.

That said, there are still tactics to be utilised – indeed the amount of offensive plays have been upped from the original's 18 to 27 (each can also be reversed). Thoughtful deployment of the nine defence plays will hamper offensive moves, as tactical masterminds can alternate between helmet-denting blitzes and more thoughtful zone plays, picking off potential receivers with pinpoint precision (or a forearm smash). It's this shirking of traditional rules that will gaul *NFL* purists but it also guarantees more

genuine thrills than all the *Madden* games put together. Play swings from end to end, games go right to the wire and with but one illegal (but allowed) interception, friendships will be threatened.

True, any real depth has been sacrificed for adrenaline, but sod that, *NFL Blitz* is superb in that it actually makes American football fun. You need this and anyone who disagrees is a ponce. ■

Mike Goldsmith

IF YOU LIKE THIS THEN LOOK AT...

MADDEN NFL 2000

Ditches the raw violence for raw statistics, but still plays a mean game of footy

OFFICIAL UK  
**PlayStation**  
Magazine

**VERDICT**

GRAPHICS:	Chunky arcade-style goodness	8
GAMEPLAY:	Sheer, unadulterated bliss	10
LIFESPAN:	You will lose hours, days, weeks	8

OVERALL:  
A bone-crushing blend of *NBA Jam*, *NFL Madden* and *WWF Attitude*, *NFL Blitz 2000* is the most unputdownable game to hit *PSM* since *Tony Hawk's Skateboarding*. Bliss, more like...

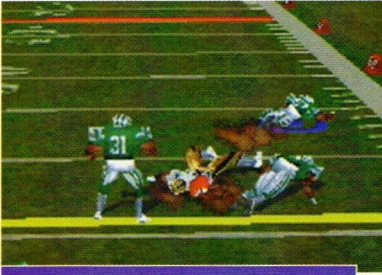
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OUT OF 10



## HOW TO...

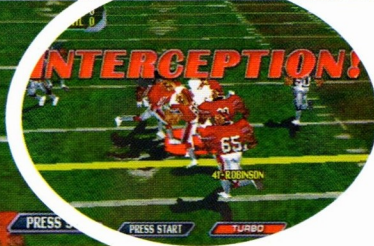
## BE A BIT SNEAKY LIKE...



**Violence ahoy!** While *Blitz* does aspire to some semblance of realism, the main appeal has got to be the ability to kick your opponent's neck off. Helmets fly, bones snap and heads crack en route to victory!



**Keep** an eye on the loading screens for how you can intercept stray balls



After a few games, your opponent will have the measure of your Monkey and Spider Legs plays, using Medium Zone defence to play it cagey and pick off your runners. Time to get devious...



Instead of sending a Long Bomb flying, pass to the man you've hung back. He will tend to be freed up and more importantly, detract attention from your the runners pegging it downfield.



Pick Reverse Zip or Sweep Right to send your runners zooming off, but still have a target man peel off beside you. Hide plays with a double tap of ↑ and reverse them with a dab of ⊙.



Don't cross the line where you started, now zing off a long bomb to one of your receivers. They'll be freed up and their markers hopefully won't have poleaxed them (as per usual).

Guillemot

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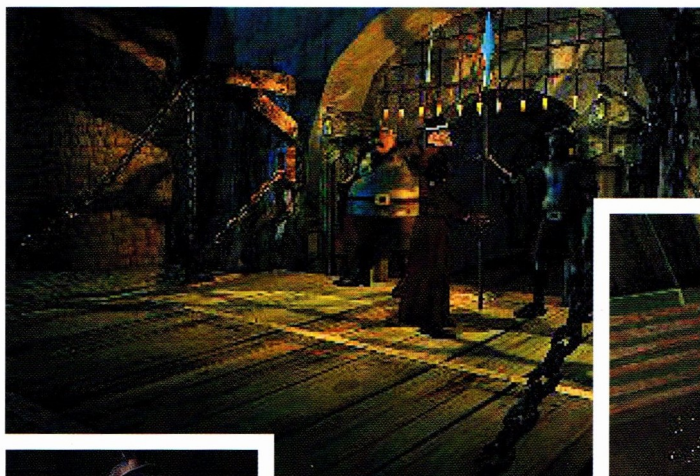
Arnie talks exclusively to *Total Film* about his new Hellish action-thriller **End Of Days**. Plus we look back at what was top and what was flop in 1999 and give you the results of the *Total Film* Millennium Survey.

# ON SALE NOW!





Such crazy characters hidden in the dark...



The film noir-inspired visuals compliment the plot perfectly. *Discworld Noir* takes you through the underworld of Ankh-Morpork on your mission to solve a murder



MURDER, MYSTERY AND MAGIC – AN ADVENTURE THAT'S 'TERRY' FUNNY. OH MY SIDES

# Discworld Noir

“It's populated by a bizarre mix of fantasy characters”

## FACTFILE

PUBLISHER	GT Interactive
DEVELOPER	Perfect Entertainment
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS THEN LOOK AT...

**DISCWORD 2**  
More Terry-tinged hilarity. If you enjoy this you might want to go for the set

For himself a committed gamer, it's little wonder that Terry Pratchett's *Discworld* novels have found themselves in game form. With two such adventures already in the can, the third game in this non-trilogy adopts a markedly different approach. As the title suggests, *Discworld Noir* takes its cue from film noir and the gumshoe detective novels of Raymond Chandler. It just happens to be set in *Discworld*, and more specifically, the sprawling city of Ankh-Morpork.

Though the intro sequence finds the lead character, private investigator Lewton, murdered by an unseen hand, we swiftly flash-back to the game proper and the beginning of the events which lead to his untimely demise. Lewton is visited by the ubiquitous femme fatale, who has a case

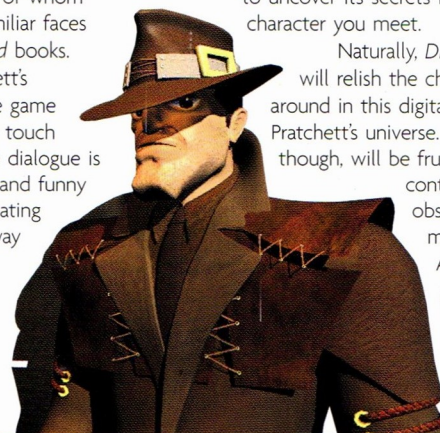
for him. Her friend, Mundy, is missing. Naturally, you accept the job (if you don't it's a waste of your £40), and descend into the underworld of Ankh-Morpork, where you mingle with the inevitable unsavouries, many of whom turn out to be familiar faces from the *Discworld* books.

Though Pratchett's involvement in the game was peripheral, his touch is everywhere. The dialogue is suitably authentic and funny in that slightly irritating I-know-it's-funny way that Pratchett writes. However, this being a *Discworld* game, the environment is richly

developed and populated by a bizarre mix of fantasy characters (voiced by assorted *Young Ones* and *Red Dwarf* cast members). Also, being an adventure, the game is dialogue-based, and the only way to uncover its secrets is to grill every character you meet.

Naturally, *Discworld* acolytes will relish the chance to romp around in this digital expansion of Pratchett's universe. Non-fanatics, though, will be frustrated by the continual dead-ends, obscure objectives and murky graphics. Admittedly, that's probably the whole idea behind the noir genre, but still... ■

Paul Rose



OFFICIAL UK  
**PlayStation**  
Magazine

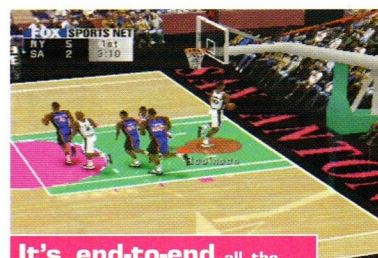
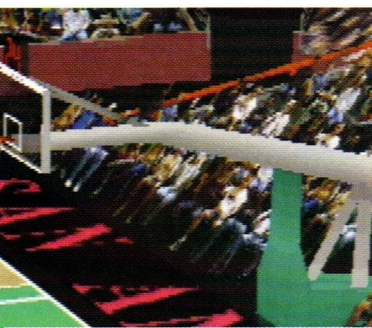
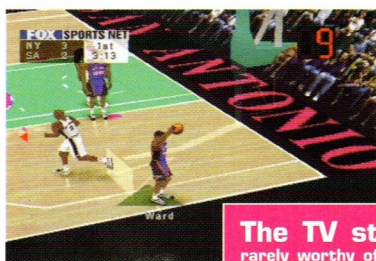
GRAPHICS	Great FMV, but it's all a trifle too dark 7
GAMEPLAY	Nice enough, but would work better with a mouse 8
LIFESPAN	One very tough case to crack 8

**OVERALL**  
The upper tier of PlayStation adventuring, complete with atmospheric visuals and a hugely-engrossing plot. Pratchett fans will find everything they've been waiting for right here

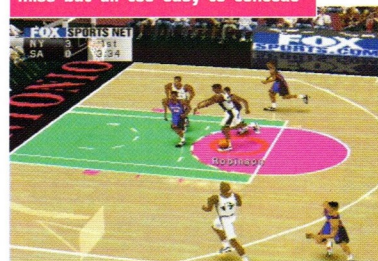
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OUT OF 10



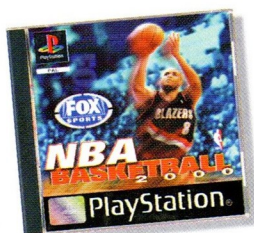


**It's end-to-end** all the way, but unfortunately in this instance that's not a good thing. Baskets are near impossible to miss but all too easy to concede



The TV style presentation is superb, but the matches are rarely worthy of local radio let alone the mighty Fox Network

MAKE MORE BASKETS THAN THE INMATES OF WORMWOOD SCRUBS



# NBA Basketball 2000

**“NBA 2000 has gone for arcade accessibility over realism”**

## FACTFILE

PUBLISHER	Activision
DEVELOPER	Radical
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One to two

**IF YOU LIKE THIS THEN LOOK AT...**  
**TOTAL NBA '98**  
 Realism over ease of play, but up there with the best of them

**N**ow, while basketball is a sport where the scores are more like telephone numbers than the 1-0 to the Arsenal we're used to over here, there has to be more to the game than just scoring baskets. Unfortunately, not for Radical's *NBA Basketball 2000*, which has concentrated so heavily on the hoops that it has forgotten all about what goes on in the rest of the court.

On the surface, everything that a right-thinking basketball game needs looks to be in place. There's an NBA licence – hardly an exclusive deal, but essential nonetheless – and all the teams and players that go with it. There's a choice of season, play-off or exhibition play and the controls will be instantly familiar to anyone who has played a basketball game before. Opting for the

tried and tested double-tap method for throws declares *NBA's* desire to go for arcade accessibility over realistic simulation. But extended play reveals its basic flaws.

Starting off, it's easy to believe you're a natural as scoring a two-pointer in front of the basket is like shooting fish in a barrel. However, it soon becomes obvious that it's just as simple for your opponents to charge back down the court and score against you. Whichever strategy you choose, it's down to the whim of the AI whether the opposing team get a basket. And the AI sure is whimsical.

Difficulty levels seem to make little difference to the end results, because the games are nearly always extremely tight. Too often to be coincidental, the computer-controlled team will start fluffing baskets and turning over the ball

if they've got the lead near the end of a match. If behind in the last quarter, they habitually foul your team every chance they get. They obviously know that the free throws – with an impossibly fast, golf swing-style meter – will inevitably be missed, even though the vast majority of good shooters in the real NBA have an 80% plus success rate in this particular area. Catch-up logic is all very well, but not when it's this blatant.

The fun of frantically scoring baskets and racking up huge scores means *NBA Basketball 2000* is always a laugh, especially if you play with a friend. However, its fundamental gameplay flaws and the lack of strategy make it impossible to recommend to anyone looking for a balanced game, let alone a quality basketball sim. ■

Chris Buxton

OFFICIAL UK  
**PlayStation Magazine**

**VERDICT**

GRAPHICS	Decent animation, but the players look poor up close 5
GAMEPLAY	Great going forwards, weak going back 6
LIFESPAN	A huge season if you can live with the basic flaws 6

**OVERALL**  
 It's easy to score baskets, but just as easy to concede them, making results dependant on who makes the most mistakes. Free throws are ludicrously hard which costs it credibility as a sim

**6**

OUT OF 10



AS PEDESTRIAN AS ONLY A GAME WITH 50 PAIRS OF LEGS CAN BE

# Centipede



## FACTFILE

PUBLISHER	Hasbro
DEVELOPER	Leaping Lizard
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to two

**Y**ou've got to feel sorry for anyone handed the task of dusting down and tarting up a 20-year-old arcade game, but not as sorry as you should feel for anyone who actually paid money to play it. A 3D rehash of the antique insect-o-cuter, *Centipede* is as aimless as it is amiable.

Bob about unremarkable landscapes, blast away at the self-replicating slinky-beast and curse the universal law which reckons crap collision detection is OK as long as the game looks cute. There's a bumper collection of bugs for the

squishing, power-ups, an impractical 3D view and locked levels – which seem to have been chucked in as a desperate attempt to create some contemporary credibility. But none of these elements introduce the faintest hint of surprise or flair to the game.

The repetitive action and insipid graphics aren't going to twitch anyone's amusement antenna. Eventually, the joypad will fall from your hands and you'll get up to do something else as if *Centipede* never existed. This is a game best left in the past. ■

Mark Donald



**"What goes 99 plonk?"**  
A centipede with a wooden leg. This game is as good as that joke



## OFFICIAL UK PlayStation Magazine VERDICT

GRAPHICS	Bright and colourful, but indistinct and poorly detailed 4
GAMEPLAY	Monotonous shooting and collecting 3
LIFESPAN	It's on its last legs by the time it crawls out of the box 2

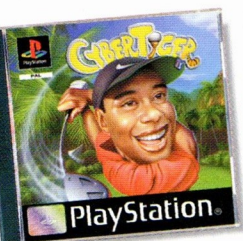
**OVERALL**  
Starts off alright, 30 seconds later you're bored beyond despair. It has nothing to offer. Lack-lustre graphics, dull gameplay... There's really no magic in these mushrooms

# 3

OUT OF 10

TIGER WOODS PUTS HIS NAME TO A 'FUN' GOLF GAME FOR THE KIDS. OH DEAR

# Cyber Tiger



## FACTFILE

PUBLISHER	Electronic Arts
DEVELOPER	In-house
RELEASE DATE	Out now
AGE RESTRICTION	Three and over
PRICE	£39.99
NUMBER OF PLAYERS	One to four

**T**he golden age of pro celebrity golf came to a close when Terry Wogan sank the longest televised putt in history – 84 feet. After that, watching Tarby and Brucey ambling around the Links just wasn't funny any more. They looked old, feeble, broken men. Made to look fools by the chipper Irishman.

*Cyber Tiger* is so far below par it hurts. For one thing the name's just appalling, conjuring an image of the final exhibit in Sony's robot animal programme, as opposed to an amateurish animated golf game featuring golf star, Tiger

Woods. Cartoony graphics blend with flat backgrounds that give no points of reference for accurate shots.

Not that any of your shots will go where you want them to, especially if you're using Analogue Mode, in which the joystick flicks the ball up the course. It feels a bit like playing Tiddlywinks – only not as exciting. Especially when the shot goes tees up and Tiger's irritating little snigger kicks in.

There's nothing here to warrant playing for any longer than two minutes. File under Games From Hell. ■

Dan Mayers



**If Mr Tiger sniggers**  
once more you'll find yourself wanting to hit him



## OFFICIAL UK PlayStation Magazine VERDICT

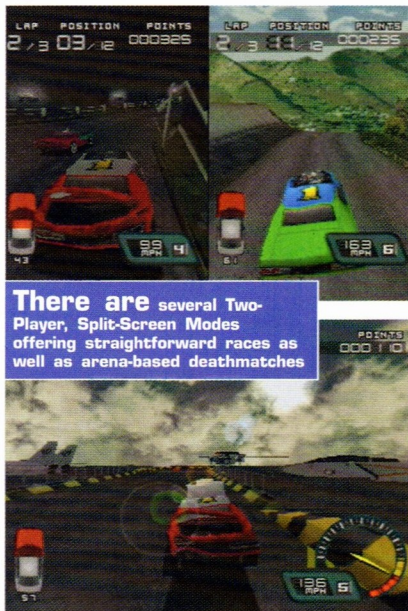
GRAPHICS	Blocky, pixillated tat 1
GAMEPLAY	Frustrating in the extreme 2
LIFESPAN	Two minutes, just to prove to yourself it's as bad as you initially think 0

**OVERALL**  
A game that looks like it has never been playtested. Riddled with obvious mistakes, that should never get through a decent quality assessment department. Should have got nil points but hell, it's Christmas

# 1

OUT OF 10





TURNED ON BY CAR CRASHES? YOU'RE SICK. BUT YOU'VE COME TO THE RIGHT PLACE...



# Demolition Racer

“Forget your natural instinct to avoid other road users”

## FACTFILE

PUBLISHER	Infogrames
DEVELOPER	Pitbull Syndicate
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS THEN LOOK AT...  
DESTRUCTION DERBY 2  
Crash-and-smash racer. Brilliant stuff.  
Smashing fun for two players

**T**he controversial book, *Crash*, by JG Ballard, features a group of people who get their sexual kicks by crashing cars. If such people really existed then *Demolition Racer* would probably be their version of hardcore porn. This game, you see, is a fine example of the smash-em-up genre, where crashes and collisions are not just allowed, they're positively rewarded. That sweet, sweet sound of metal grinding against metal is never far away.

At first glance, *Demolition Racer* looks like a pretty normal racer. You choose a single-race, league or two-player option, then you pick a car and play. As usual, if you complete League Mode you can unlock previously-hidden tracks and cars, and each vehicle is rated for things like acceleration, speed and handling. But

there's a real lust for violence lurking beneath this benign arrangement. Sometimes you're driving around a series of circuits seeking out short cuts and bashing other cars for points; and at other times you'll end up in an arena atomising your opponents in a multiple vehicle pile-up-athon.

Whatever the pretext, forget your natural instinct to avoid other road users – it'll get you nowhere. Even when you're racing around a circuit, finishing first won't gain you enough points to qualify for the next round – you've got to crash your way to victory. Which, of course, leads to frantic, messy, bits-of-car-flying-all-over-the-place action. The best kind.

With all this emphasis on collision, *Demolition Racer* could easily have compromised on subtlety and style, but the gameplay is actually finely balanced.

The handling is lively and responsive which puts the emphasis very much on skill, and you've got to nurse your own car through the event even while you're busy hammering everyone else's – so there's an element of strategy in the game there somewhere.

*Demolition Racer* takes the classic hunt-and-shunt formula of *Destruction Derby* and *Twisted Metal* and runs with it – straight into another car. Track design is reasonably varied, the physics engine is exciting, without being ridiculously over the top, and there are plenty of game modes to explore. OK, so the visuals are horribly dated and the whole package is hardly revolutionary or groundbreaking stuff, but don't take it too seriously and you'll have a hoot. In fact, we'd say that it's definitely a smash hit. ■

Keith Stuart

OFFICIAL UK  
PlayStation  
Magazine

VERDICT

GRAPHICS	Rough as a second-hand paint job 6
GAMEPLAY	More fun than a VW Beetle 8
LIFESPAN	Could outlast a Volvo 7

OVERALL  
*Demolition Racer* is not going to set the world alight with its visual finesse or originality, but it may put a dent in the side of its opposition with strong gameplay and plenty of options

7

OUT OF 10



# THE **ARTISTS** THAT CHANGED MUSIC THE **SOUNDS** THAT CHANGED THE WORLD THE **MUSIC** THAT CHANGED YOUR LIFE



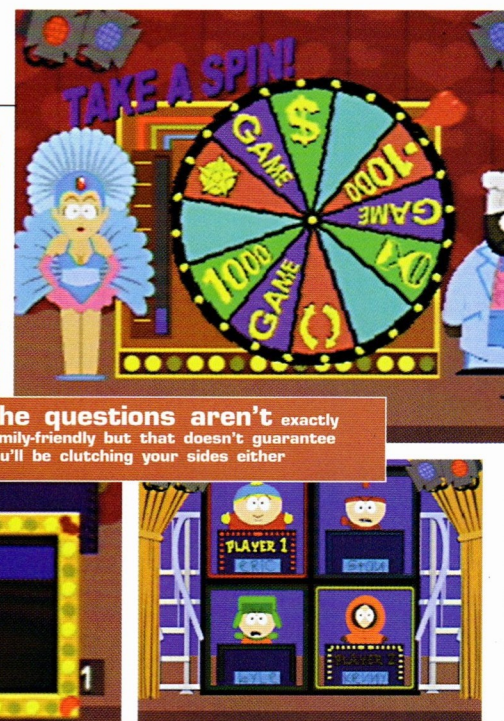
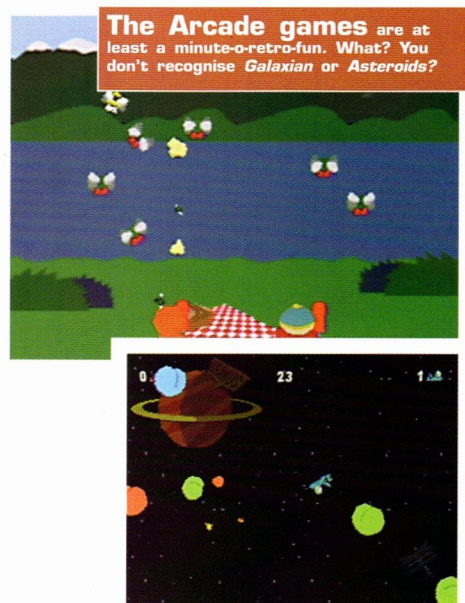
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ALL THE CHARACTERS YOU KNOW AND LOVE... SHOULDN'T THAT BE LURV?



# South Park: Chef's Luv Shack

“A sniggering obsession with anal probes and talking turds...”

## FACTFILE

PUBLISHER	Acclaim
DEVELOPER	In-house
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	£29.99
NUMBER OF PLAYERS	One to four

IF YOU LIKE THIS THEN LOOK AT...

ATARI COLLECTION 2

If you like the sub-games, go for these genuinely classic coin-ups

**Y**ou know a craze is in its death-throes when you notice middle-aged dads down the pub wearing the T-shirt. But while it would be very easy to join the backlash right here, let's avoid the obvious and talk about the game itself.

*Chef's Luv Shack* is intended as a party game in which up to four contestants compete for points. With Chef as compere, *Luv Shack* adopts a TV game show format of multiple-choice quiz questions interspersed with gameplay rounds. The quality of these mini-games varies immensely, but encompasses everything from Find The Lady through Track & Field-style button-pumping to arcade classics. Yep, uncredited versions of *Donkey Kong*, *Asteroids* and *Galaxian* are dressed up in *South Park* duffel coats and told to swear like troopers.

Though inevitably inferior to the real thing, some of them are actually good fun for a quick retro-blast and they are perfect for this format.

Sadly, it's the questions that let the side down – especially for a European audience. Topics involve plenty of self-promoting *South Park* trivia, fun-nee science, an unhealthy fascination with Charles Manson and enough down-home American cultural minutiae to baffle anyone who wasn't raised on Hostess Twinkies and the Pledge Of Allegiance.

Then there's longevity. The constant speech demands some heavy CD access that occasionally slows the pace, but there's still no more than a couple of hours of entertainment here. Is it even a good laugh? Well, there are two reasons behind *South Park's* monstrous success. With its underground low-budget

production values and anarchic creativity – you only have to recall the brilliance of evil Mecha-Streisand, or Jesus Christ fighting with Santa Claus – *South Park* instantly earned itself the acclaim of the critics. But its cleverness didn't preclude a sniggering obsession with the pubescent humour of anal probes, talking turds and fart gags, and it was this second, vomit-chinned face of *South Park* that greatly broadened its appeal to a mass market.

It should come as no surprise, therefore, that as a piece of licenced merchandise trying to reach that mass market and pilfer its swearing-Cartman's piggy-bank, *Chef's Luv Shack* plumps for the lowbrow. By the bucket-load. Even if you think you like *South Park*, and you're not absolutely sick of it yet, don't assume you'll love this. ■

Zy Nicholson

OFFICIAL UK  
PlayStation  
Magazine

VERDICT

GRAPHICS	Cheap, flat and crudely-animated – spot on, then 4
GAMEPLAY	Low on trivia, but the mini-games are fun. Briefly 3
LIFESPAN	A couple of sessions and you really have seen everything 1

OVERALL  
Despite the retro mini-games, which provide the majority of thrills by supporting more than the usual number of players, you can have more fun with a pub quiz machine than with Isaac Hayes being a bit rude

3

OUT OF 10



NO BADDIES WERE HARMED DURING THE PLAYING OF THIS GAME

# Action Man

## Mission Xtreme



### FACTFILE

PUBLISHER	Hasbro
DEVELOPER	Interactive Studio
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One

**T**his is Action Man for the '90s. The only things that get torn limb from limb are robots. Baddies are captured rather than gunned down. And instead of confronting the Third Reich, Action Man is on an eco-mission to stop the dastardly Gangrene from sending us all to sleep with gooey green toxin.

Thus, snugly cocooned from the horrors of the real world, you embark on a series of levels that mix a bit of driving with a dash of flying, a degree of running and a soupçon of hitting-people. None

of it's astoundingly brilliant, but stirring music and some nifty graphics ensure *Xtreme Mission* is suitably exciting.

Exciting, but absurdly easy. Losing all your energy is virtually impossible, and there's even a lady who tells you which piece of kit to use to solve the puzzles. Should you somehow manage to get captured, infinite continues will ensure Gangrene's plot is foiled before the end of your first evening's play.

*Action Man* has been nicely put together but it's just a bit too... Soft. ■

Jonathan Davies



Objective:

Here's a moment from the helicopter level, which involves bouncing off buildings a lot



### PlayStation Magazine

## VERDICT

GRAPHICS	You can almost smell the plastic 7
GAMEPLAY	Not bad, but you're led by the hand too much 5
LIFESPAN	You'll finish it in four hours, tops 3

**OVERALL**  
Diverting while it lasts, but disappointingly lightweight. You're given far too many clues and it's almost as difficult to get captured as it is to complete the entire game

# 6

OUT OF 10

SQUARE GO KART RACING. THEY SHOULD HAVE STAYED AT HOME...

# Chocobo Racing



### FACTFILE

PUBLISHER	SCEE
DEVELOPER	Squaresoft
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to two

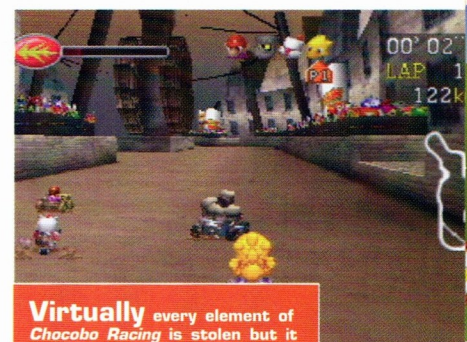
**T**he *Final Fantasy* series is one of the PlayStation's most popular franchises. Surely fans would be keen to sample some of Square's other RPGs such as the hugely-successful *Chrono Cross*, which has yet to be released over here. But instead SCEE have decided to bring us a terrible kart racing title allowing the irritating *Final Fantasy* Chocobo creature its own few seconds of fame.

*Chocobo Racing* is a spin-off in more ways than one given the atrocious, primitive handling of the karts. The shoddy graphics and sprite characters

place the game somewhere back in the 16-bit era, but the actual racing dynamics seem even more dated. The comedy circuits and amusing power-ups typical of this kind of game are all in evidence, but are something of an irrelevance due to the neglect of kart racing basics.

The sickening cuteness of the Story Mode underlines that this is to be approached with caution by anyone over six years old, but even toddlers don't deserve a game this frustrating. Squaresoft may be masters of the RPG but they're still struggling with the racing genre. ■

Sam Richards



Virtually every element of *Chocobo Racing* is stolen but it can't even plagiarise adequately



### PlayStation Magazine

## VERDICT

GRAPHICS	Sprites? 2D? Help, it's 1993... 3
GAMEPLAY	The kart handling is simply awful 3
LIFESPAN	Plenty of tracks, though none of them fun 4

**OVERALL**  
Who would have thought the makers of *Final Fantasy* could come up with something so poor. If *Chocobo Racing* is anything to go by Squaresoft really should go back to what they know best. Please

# 3

OUT OF 10



# REVIEW

SAME AGAIN PLEASE... YET ANOTHER WACKY RETRO RACER



## Hot Wheels Turbo Racing

### FACTFILE

PUBLISHER	Electronic Arts
DEVELOPER	Stormfront Studios
RELEASE DATE	Out now
AGE RESTRICTION	Three and over
PRICE	£39.99
NUMBER OF PLAYERS	One to four

**E**oy and girl racers delight! *Hot Wheels* is back, but this time it's on your PlayStation. No longer must you relentlessly push small vehicles on hands and knees while making vrrrooom noises. Instead just press a button and tootle around a prefabricated track. Oh the joy.

However, *Hot Wheels* falls into the same pothole as other recent releases based on familiar kids games, like *Lego Racers*. The developers seem to have spent no time and even less money, hoping for a quick earner which they expect to sell on the label alone. First up the tracks, though reminiscent of halcyon

school days, are nothing new. The usual power-ups are littered around standard circuits. The cars only vary in colour. And there's no General Lee. Bogus!

It does, however, combine a racer with a trickster. While airborne, the more loopdy loops you pull using the directional buttons or analogue sticks, the more times you can kick ass turbo-ing around the path. But challenging the AI ain't that challenging, and your interest wanes. There was always something whimsical about shouting yourself hoarse, pissing off the folks and getting bloody knees. The romance has gone. ■

Aleks Krotoski



**Blockbusting** graphics make the very movement of the cars feel clanky. Genuine toy cars prove much more satisfying...



OFFICIAL UK  
**PlayStation**  
Magazine

**VERDICT**

GRAPHICS	Blocky and simplistic, looks more like a practice run than a final draft 4
GAMEPLAY	Racer is as racer does, same as it ever was 5
LIFESPAN	As long as any other post-pub driving spree 5

**OVERALL**  
Definitely not worth the price they're charging, especially since there are far better games of the same ilk out there. Only worth it if you're exceptionally nostalgic

**5**

OUT OF 10

THE *SOUTH PARK* SPIN-OFF THAT FINALLY BURST CARTMAN'S ENORMOUS BUBBLE



## South Park

### FACTFILE

PUBLISHER	Acclaim
DEVELOPER	Appaloosa
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	£39.99
NUMBER OF PLAYERS	One to two

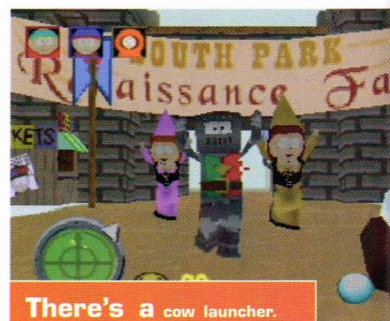
**C**an you think of anything better than *South Park* on the PlayStation? We couldn't until we played it. Even field-testing it at a party of game-mad drunks prompted desperate channel surfing for an episode of *Family Guy*.

The game is terrible. The crude 2D cutouts of That TV Show have an ironic, knowing quality, while the lifeless 3D pumpkins of the game have no quality whatsoever. Poor sampling means that the little guttermouths' cuss-calling, the cartoon's chief pleasure, is replaced by huddling around the TV, straining to laugh

at the games' abrupt and presumably-offensive squarking.

Playing *South Park* is quite a laugh – for about two minutes. Then you realise the unspeakably repetitive gameplay is never going to change and you will be shooting hordes of turkeys, robots or aliens forever. An iota more enjoyment comes from the Head To Head Mode. Only an incredibly talented developer could make shooting Cartman with a toilet plunger unsatisfying. If it cost £9.99 like other *South Park* tat it might be excusable. It doesn't, and it's execrable. ■

Owain Bennallack



**There's a cow launcher.** It launches cows like missiles. It's enough to make you weep



OFFICIAL UK  
**PlayStation**  
Magazine

**VERDICT**

GRAPHICS	Abundant fog almost hides a jerky, barren landscape 4
GAMEPLAY	Like one of those ancient Atari 2600 games 2
LIFESPAN	Will only ever be loaded as a warning to friends 3

**OVERALL**  
If Kenny dies we'll know who to point the finger at. *South Park* could have been one of the best party games ever. Sadly, it's more of a party pooper. Deeply disappointing

**3**

OUT OF 10



GOODBYE CAREFUL POWERSLIDES, HELLO MISS WHIPLASH...



# Carmageddon

## FACTFILE

PUBLISHER	SCI
DEVELOPER	In-house
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	£39.99
NUMBER OF PLAYERS	One to two

**S**pletch! There goes a zombie. It was simply the fact that you could run over pedestrians in the PC version that earned it such eye-catching sales, not to mention an adult rating. But is there more to this digital deathrace than gratuitous carnage? Many seem to think that washing your windscreen with a bloody shammy and a bucket of offal is entertainment enough.

Driving games, however you dress them up, are about driving. If the driving is no fun then the game is no good – a

home truth that *Carmageddon* chooses to ignore. The cars wallow like pregnant whales. They slam into obstacles despite your best efforts to keep them on track. The handbrake turn proves almost useless and there isn't even an in-car view to make the most of the crimson tide.

However, there is something to be said for the chance to do stunts or go head-to-head with a mate. The trouble is that far more satisfying crash 'em ups such as *Twisted Metal 2* and *Destruction Derby 2* can be had for half the price. ■

Pete Wilton



**You must unlearn** what you have learned – in *Carmageddon*, spectacular crashes are a necessity



## PlayStation Magazine VERDICT

GRAPHICS	Solid enough, but very ordinary if it wasn't for the gore 3
GAMEPLAY	Whether you ram or race bad handling always spoils the fun 4
LIFESPAN	Without the opportunity to go faster and drive smoother, short 3

**OVERALL**  
What could have been an enjoyable, if basic, game of hit and run gets supremely tedious because the handling is hellish. No amount of pureed pedestrian can gloss over its faults

**3**  
OUT OF 10

SHINY ARE WINGING IT WITH THIS ONE – THE GAME THAT PUTS THE HELL IN HELICOPTER



# R/C Stunt Copter

## FACTFILE

PUBLISHER	Interplay
DEVELOPER	Shiny
RELEASE DATE	September
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	Flight sim

**W**hy Shiny think that PlayStation owners want a remote-control helicopter game is anyone's guess. But why they think anyone would need this one, is the real toughie. In theory, dual analogue controls should be the ideal system for ordering a whirlybird around. In practice, it's as simple as trying to perform gene splicing with a chainsaw and some rope.

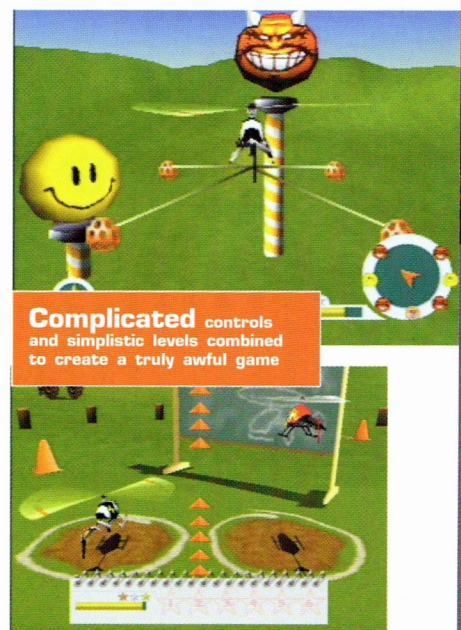
Your errant 'copter appears to have an agenda all of its own. Height, rotation and banking all have to be kept in perfect balance, the slightest rash movement sends your chopper veering

wildly off course. The real bile, however, must be saved for the game's structure, which is simply hateful.

Games are supposed to be fun, not hard work, but if they're really determined to be hard they should at least be complex. Whole levels fly by as you're repeatedly asked to land on crude heli-pads, shoot balls at balloons or fly between goal posts. Complete these ludicrous objectives with the desired speed and accuracy and another two-minute test of your patience is revealed.

If *R/C Stunt Copter* is Shiny's idea of a joke, it's not a very amusing one. ■

Matt Pierce



**Complicated controls** and simplistic levels combined to create a truly awful game

## PlayStation Magazine VERDICT

GRAPHICS	Reasonably detailed, if a little garish 5
GAMEPLAY	Blighted by a ludicrously difficult control system 2
LIFESPAN	You'll be bored within ten minutes 2

**OVERALL**  
If this had been a good idea in the first place it could be written off as poor execution. As it goes, this is a terrible idea, badly executed, and execution is too good for it. Avoid

**3**  
OUT OF 10





CD/DVD/NET/COIN-OP

# REVIEWS

PSM'S ROUND-UP OF THE MONTH'S BEST NEW RELEASES

## CDS OF THE MONTH

>>Beastie Boys' *The Sounds of Science* is out now>>

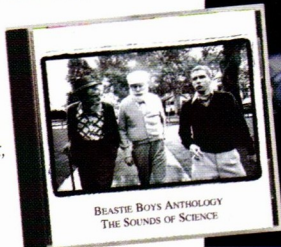
### BEASTIE BOYS

*The Sounds of Science* (Grand Royal/Capitol)

**F**rom hardcore punks to hip-hop heroes via a bloody great pile of VVV badges, *Fight For Your Right* damaged the Beastie Boys' public image, and for an age they were perceived as the clown princes of rap. In truth they were far deeper than that (as anyone who picked up 1989's much-fêted *Paul's Boutique* knows) and their output this decade (most recently, *Hello Nasty*) consolidated their position as doyens of cool.

This massive 42 track retrospective proves their clout, from early hardcore punk to that ultimate mainstream credit, a Fatboy Slim remix, all via the ubiquitous *Fight For Your Right* and a liberal sprinkling of the rare, the familiar and the obscure. Whether you've got most of this or not, this is the definitive Beastie Box. **DM**

VERDICT: Most definitely, what'cha want **8/10**



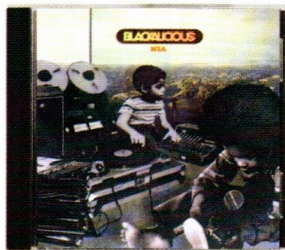
>>Out now>>

### BECK

*Midnite Vultures* (Geffen)

A most clever man is Mr Beck Hansen. One minute he's a hip-hop hobo with a nice line in pre-millennial ennui, the next he's a genre-splicing hepster with a nicer line in chart-bustin' rhymes. *Midnite Vultures* takes the boychick's lyrical stew and ladles it over a musical medley of George Clinton (party)-funk (*Nicotine and Gravy*), burbling elektro, cheeseball rap (*Hollywood Freaks*) and prime Prince balladry (the cod-epic *Debra*). Unlike his legion of imitators, Beck somehow makes the whole thing gel and despite all those knowing nods to '80s kitsch and Beck's more ludicrous couplets ("We drop lobotomy beats/Evaporated meats..."), *Midnite Vultures* comes across as the genuine article. **MG**

VERDICT: A funky irony-free treat **9/10**



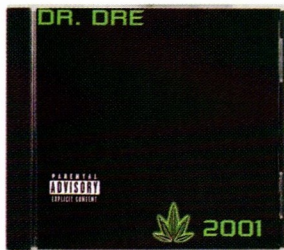
>>Out now>>

### BLACKALICIOUS

*NIA* (Mo' Wax)

As followers of the more blunted beat will know, Blackalicious' *A2G* is up there as Single Of The Year – and not just in the rap category. Despite sporting this hefty slice of genius, *NIA* can't keep the quality up for the now traditionally-overlong 70 minutes, but it boasts more than enough prime cuts to claim your hip-hop dollar – namely, the Latyrx-featuring *Do This My Way*, the distorted righteousness of *Deception* and the bizarre sing-song beat of *Smithsonian Institute Of Rhyme*. Blending sweet '70s soul, downtempo Mo' Wax stylings (DJ Shadow guest-stars) and intelligent yet never dull lyrics, *NIA* is guaranteed to usurp *Nightmares On Wax* as the headnodder's choice of hip-hop. **MG**

VERDICT: Most delicious Blackalicious **7/10**



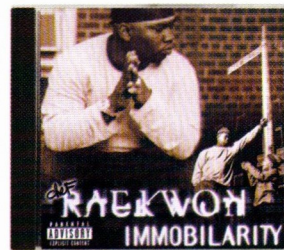
>>Out now>>

### DR DRE

*2001* (Interscope)

Dr. Dre may have been responsible for one of the great hip hop albums of the '90s with 1992's *The Chronic*, but since then the Wu-Tang Clan have revitalised rap. What has the good doctor got left to offer? Nothin' much. Snoop crops up again, Eminem steps into the fray and Mary J Blige stretches her vocal chords on *The Message*. But to what effect? Is anyone outside Class 5b really interested in a record about oral gratification and 'funny' cigarettes? Let's Get High and Pause For Porno seem to have been written with giggling teenagers in mind. Except it's not funny when you hear someone with talent and integrity reduce themselves to this level. Change the record, Dre. It isn't funny anymore. **DM**

VERDICT: Rap for Green Day fans **4/10**



>>Out now>>

### RAEKWON

*Immobilarity* (Epic Records)

"Mr Raekwon and his associates are prepared to deposit 500 hundred million dollars, in the Rap Vatican Bank." Ladies and gentlemen, that's the way you open a record. Following on from 1995's *Only Built 4 Cuban Linx* Raekwon again takes a journey through the New York streets, to the pounding sounds of the Wu-Tang and their shaolin chimes. From the opening to the close almost every track's buttressed with played-out scenes and it's through these stories that intricate plotlines unfold. Dope deals gone wrong, relationships gone wrong, hell, everything going wrong and it all boiling down to the lessons you've learnt by the end of the journey. The gospel according to Raekwon, serious s\*\*t. **DM**

VERDICT: What's Going On, 1999 **8/10**

## WEBWATCH

The latest gaming sites and sounds



Rockstar Games have launched their own Web site, and it's a predictably cool affair. It takes forever to load up, but once you're in there's plenty to do. Check it out on [www.rockstargames.com](http://www.rockstargames.com) Interviews with the founder members of the label, music links and soon-to-be-available merchandise. It's also got one of those little thermometer things that are the measurement of all things swish and snazzy. Or you could check out the features archive with biographies of Rockstar heroes like Keith Moon and Don Simpson. Party animals the pair of them. Needless to say it'll also keep you up to date with all the latest releases from Rockstar. *GTA2*, *Thrasher* and, no doubt, a sneak peek of *Duke Nukem* on PlayStation2. Although that might be jumping the gun a little bit...

Fancy building your own friendly neighbourhood Wu-Tang Clan? Head over to [tv.cream.org/boredrate/wuname/wufor.html](http://tv.cream.org/boredrate/wuname/wufor.html) and try out their Wu Tang name generator. Key in the names of you and your mates and watch the Wu aliases come flying out. Yes, you too could have a name like Dependable Man Thing, Fishy Fish Lip or Cheeky Cop. None of which sound particularly Clan like to us, but it's kind of fun nevertheless. Just wait, there'll be gangs springing up across the land – the Milton Keynes massive will be wandering the streets, shouts of "Oi, Distended She Creature" reverberating round the concrete jungle...

### WuName

Dan Mayers!  
your Wu-Name is  
Masta Cow

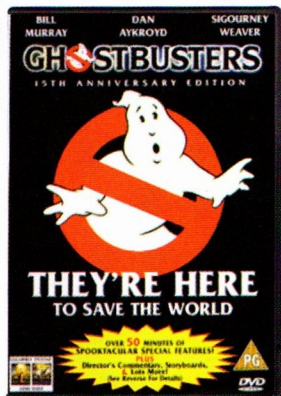
### WuName

Milford Coppock!  
your Wu-Name is  
Flippant Gambino

**Dan Mayers** is in charge of the editorial content of [www.psonline.co.uk](http://www.psonline.co.uk)



## DVDs OF THE MONTH

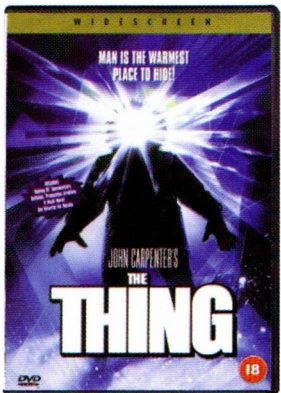


&gt;&gt;&gt; Ghostbusters is out now &gt;&gt;&gt;

## GHOSTBUSTERS

Watching *Ghostbusters* after all these years makes you realise how devoid of originality summer blockbusters are these days. Bill Murray, Dan Aykroyd and Harold Ramis are perfectly cast as three eccentric scientists who discover that catching ghosts can be profitable. They become Ghostbusters – a kind of fourth emergency service for paranormal emergencies. The features on this digitally re-mastered DVD are almost worth the price alone. Two feature-length documentaries, before and after special effects footage and two superb commentaries are just the highlights. A classic of '80s popcorn cinema. *Ghostbusters* is unmissable on DVD. **NJ**

**EXTRAS:** Storyboards, photos, drawings, deleted scenes, DVD-ROM, documentaries, trailers, notes, commentary, 3D menus  
**VERDICT:** For your paranormal needs 8/10

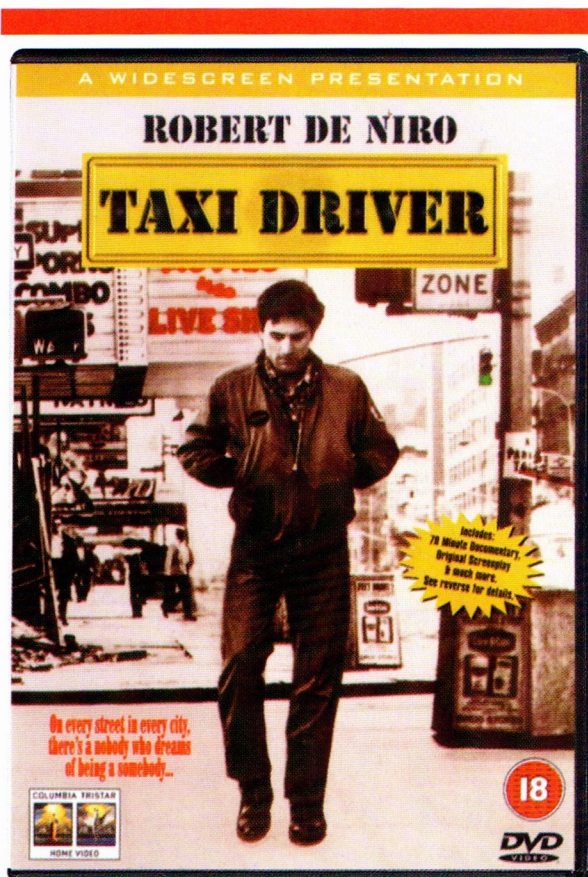


&gt;&gt;&gt; The Thing is out now &gt;&gt;&gt;

## THE THING

John Carpenter's remake of this classic B-movie is a metaphor for '50s America and the nation's fear of communism. On a more basic level, *The Thing* is a taut thriller set in an Antarctic scientific research base. Kurt Russell is an all-action scientist who discovers an alien being buried under the ice. This parasitic life-form infiltrates the base and threatens to wipe out humanity. Not knowing what it is, the scientists turn on one another in an attempt to destroy it. *The Thing* is paranoid, tense and incredibly frightening, with a horrifically-dark ending. The brilliant extras featured on this DVD, make this cult classic is an essential purchase. **NJ**

**EXTRAS:** documentary, commentary, production archive, photos, storyboards, location design, out takes, notes  
**VERDICT:** Classic paranoid horror 9/10



&gt;&gt;&gt; Taxi Driver is out now &gt;&gt;&gt;

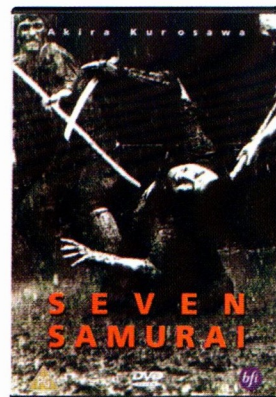
## TAXI DRIVER

**T**axi Driver is arguably the best Scorsese/De Niro collaboration of them all. The film tells of a taxi driver's descent into madness. Played by De Niro, he takes it upon himself to clean the city of the scum and the filth that he sees around him. What follows is some of the most brutal cinema ever made. There are brilliant performances from De Niro and a young Jodie Foster as a 13-year-old prostitute, but the real star of the movie is Bernard Herrmann's haunting jazz soundtrack (his last before he died), which elegantly illustrates the seedy, cancer-ridden New York of the film. A darkly beautiful piece, *Taxi Driver* is a work of rare poetry and any discerning film fan should buy it immediately. **NJ**

**EXTRAS:** Documentary, photos, original screenplay, storyboard, trailer, filmographies  
**VERDICT:** Talkin' to me? 10/10



**"A darkly beautiful film, Taxi Driver is a work of rare poetry and any discerning film fan should buy it immediately"**

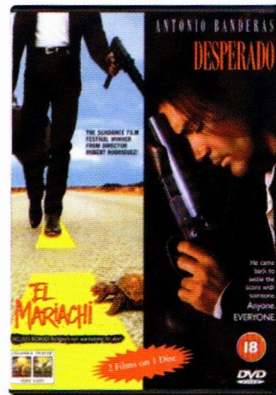


&gt;&gt;&gt; Seven Samurai is out now &gt;&gt;&gt;

## SEVEN SAMURAI

Akira Kurosawa's poignant fable set in medieval Japan tells the story of a poor village that's raided a band of outlaws. Driven to the brink of starvation, the villagers decide to hire professionals to protect them. With only three meals a day as payment, a group of wandering samurai agree to help. Beautifully shot and acted, *Seven Samurai* discusses such themes as honour, morality, love and loyalty. It features some of the greatest action scenes ever seen in cinema and has influenced countless Hollywood and Hong Kong directors. This digitally remastered DVD is the most complete version ever seen and features commentary by film historian Philip Kemp. *Seven Samurai* has been hailed as one of the greatest films ever made and is a must for all movie buffs. **NJ**

**EXTRAS:** Commentary  
**VERDICT:** An honourable purchase 8/10



&gt;&gt;&gt; El Mariachi/Desperado is out now &gt;&gt;&gt;

## EL MARIACHI/DESPERADO

Robert Rodriguez made his debut with the low budget *El Mariachi* back in 1993, when he was just 23. Rodriguez' trademark gunfights are the order of the day when a guitar player is mistaken for a hitman. The mariachi is forced to assume the identity thrust upon him. *Desperado* sees our hero returning to avenge the death of his lover and despite being very similar to the original it does have the advantage of an English soundtrack. Antonio Banderas is great in the role of the mariachi and Steve Buscemi provides light relief in between scenes of bloodshed. Robert Rodriguez at his blood-spilling best. **JC**

**EXTRAS:** Filmographies, trailers, short film, commentary, music videos  
**VERDICT:** Two stylish films for one 8/10

## The latest coin-ops from planet arcade

Fluctuating fortunes in the arcades this month. US manufacturer Midway are understood to be in negotiations with the National Rifle Association (chairman, one Charlton Heston) to create a gun game promoting target and sports shooting. The move comes in the wake of huge controversy in the US over the influence of games in this year's school shootings.

Meanwhile, Midway have landed a licensing deal with Championship Auto Racing Teams (CART) – a US-based racing organisation – which will see the company developing fantasy-style CART racing games for all the major game platforms. Expect a preview of the coin-op version in January. On the downside, WMS (Midway's sister company) have scrapped their *Pinball 2000* concept after only two releases. Rumour has it a German company may buy the concept, but the future is looking bleak.

And finally... SNK have announced the ninth (yes, the ninth) installment in the *Fatal Fury* series. The story takes



place ten years after the original game, with the key characters significantly changed (or in some cases dead) to revive players' interest in the saga. Already a long-running saga for Japanese PlayStation owners, a January release for *Fatal Fury* is expected in the arcades with a console port to follow, possibly in the spring.

**Alex Tanner** is editor of coin-op bible, *AB Europe*

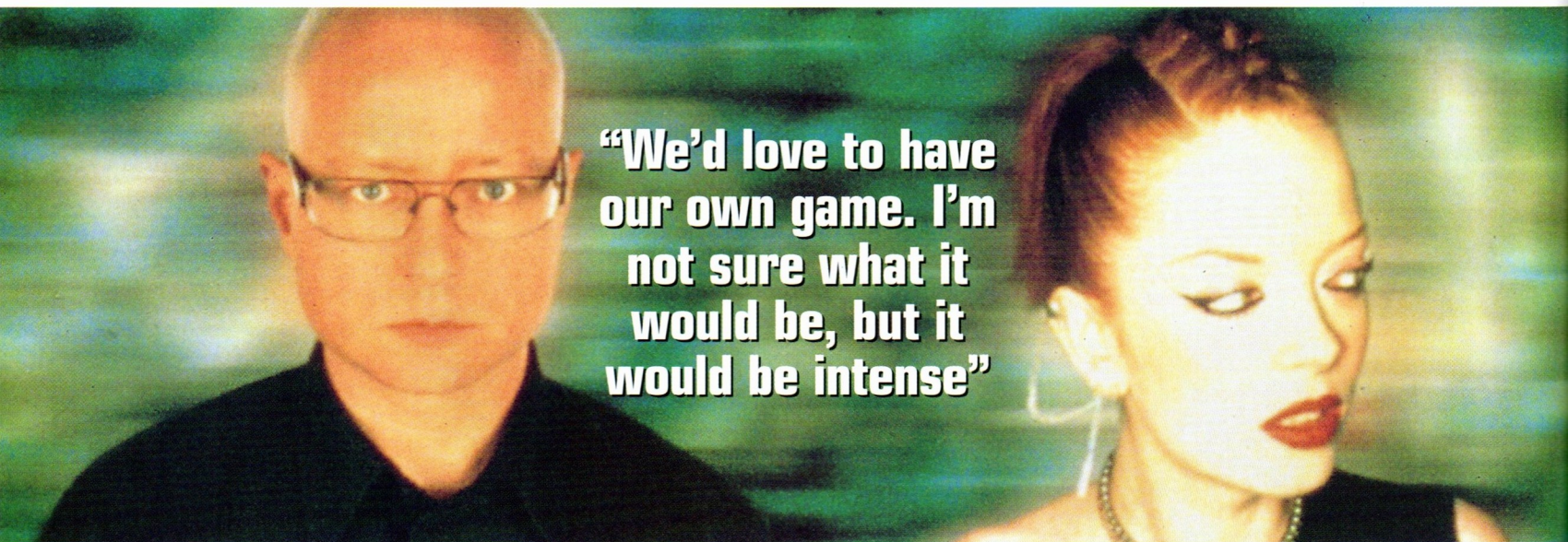


## PSM VERSUS...

# GARBAGE

PSM HEADS FOR THE CAPITAL TO FIND OUT IF THE TRANSATLANTIC TECHNO-GOTH-ROCKERS LIVE UP TO THEIR NAME WHEN IT COMES TO PLAYING VIDEOGAMES...

Words: Catherine Channon



**F**SM arrives at a swanky London hotel and as ever, wanders into the bar looking for Garbage. We join Butch Vig (legendary producer of Nirvana's *Nevermind* album), Steve Marker, (guitarist/bassist), and Duke Erikson, (guitarist/keyboardsist) mid-interview with skate mag, *Thrasher*. Sitting on the sidelines while the guys answer questions, we sneak a quick chat with singer Shirley Manson, who looks a helluva lot healthier in the flesh than the majority of her press shots would suggest. Having told her of our plan to play a few rounds with the guys, she reveals a fondness for *Tomb Raider* plus a rabid *Tetris* addiction. "Tetris is good – it's just bricks." Respect.

Once *Thrasher* are shown the door, PSM gets acquainted

with the rest of the band and finds out what has brought Garbage to London, besides the opportunity of some serious gaming. Butch reveals, "At the moment we're waiting to film our video. It's three long days of sitting around waiting." The video in question is the theme tune to the new Bond film, *The World Is Not Enough*.

"We haven't seen the final cut, but we have seen parts of it" says Butch, explaining that the band's involvement continues even once filming is finished. "We get to see it at different stages, but as soon as we leave here we're off to the States," he adds. They're still touring, and, after months on the road, they're all suffering from jet lag.

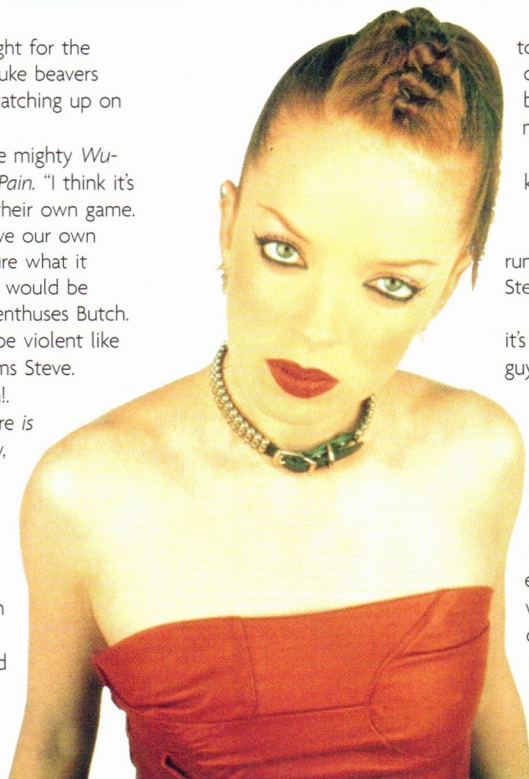
PSM follows Butch, Duke and Steve into Duke's hotel room with all the trepidation of a virginal groupie. Butch and

Steve head straight for the console while Duke beavers away at his G3 catching up on some e-mails.

First up is the mighty Wu-Tang: *Taste The Pain*. "I think it's cool they have their own game. We'd love to have our own game. I'm not sure what it would be, but it would be pretty intense," enthuses Butch.

"It wouldn't be violent like this one," confirms Steve.

Rubbish, man! Violence and gore is strictly necessary, and thus PSM by-passes the parental lock and cranks up the Wu. Battle commences with Butch as Ol' Dirty Bastard and Steve as Ghost Face Killah. Hardly living up



to his name, Butch adopts a defensive stance, while Steve becomes a dominant male (so much for his quiet reputation). "Yeah, but it takes a lot of kicks to bring me down" replies Butch.

"I kick you more! You not run away!" bizarrely intones Steve with sublime brutality.

Despite their boyish antics, it's easy to hold the Garbage guys in awe. Butch not only worked with Nirvana, but has produced such other rawk lords as U2, Depeche Mode, Nine Inch Nails and Smashing Pumpkins. Despite being slightly star-stuck, a professional PSM puts such emotions aside and carries on with the game. Butch makes a come back, catching Steve unawares. "There's something shaking my thing," he cries.

PSM pauses to think that one over and takes a



## Futuristic racing

*Wip3out* style, guitar jamming courtesy of *Um Jammer Lammy*, *PaRappa The Rapper* and the delicate delights of *Wu Tang: Taste The Pain*. Something for everyone we're sure you'll agree...



**"The first game I got seriously into was probably *Pac-Man*... Everybody got into it"**

second to explain the throbbing beauty of Dual Shock pads.

"I don't know if I like this rumble thing. Can I stop the rumble? It's kind of bugging me," pouts Steve.

Hi-tech, rock band Garbage, are having trouble mastering PlayStation technology. *PSM* is starting to feel more confident.

"The first game I got seriously into was probably *Pac-Man*... Everyone got into it. It's really old skool," says Butch.

"Frogger was good" pipes up Steve, while Duke is more interested in whether or not there's going to be a remake of *Ms Pac-Man* (there is).

Back in the '90s, *PSM* ditch *The Wu* and slip in *Um Jammer Lammy*.

"The Garbage game would be more like this..." Butch and Steve talk at length about the exact contents of the Garbage game. The concept is you play

the part of the rock band Garbage, trying to make their way to a big gig. Features include bonus points for Platinum albums and high-speed chases with groupies.

"There would be far more of our music in it than the Wu-Tang Clan put in their game," reckons Steve.

*Um Jammer Lammy* starts up. *PSM* explains the simple art of following the symbols that flash across the top of the screen. Surprisingly for a group of guys that have notched up millions of album sales, won both MTV awards and Grammy nominations, they aren't too slick with a polygonal geetar. There's no contest as the simple concept baffles our new chums completely and their controllers are thrown down in defeat. Shame.

In an attempt to find something that tickles Garbage's

fancy, *PSM* cracks open some *Wip3out*. All are impressed.

"Designers Republic have done a really good job on this. It's a definite hit," gushes Steve. "It's cool, it looks great. All the futuristic stuff is much cooler looking than realistic stuff. It's fun to be in a more futuristic world..." He can't be stopped.

"It's slightly more sophisticated than *Centipede*," points out Butch as the guys take time to adapt to *Wip3out*'s sensitive controls. After a couple of laps, Steve is racing his futuristic flymo like a natural, while Butch is no more than hover fodder for *PSM*.

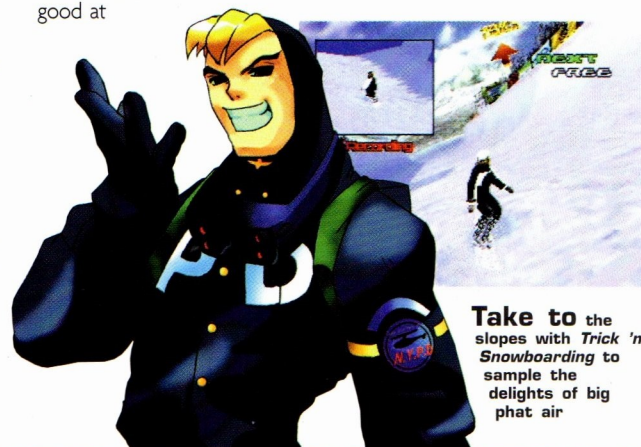
Time's running out and there's only one more game left that might give rank outsiders Garbage a chance to prove some semblance of gaming ability – *Trick 'N' Snowboarders*. As the game begins, Butch comments that, "There's some

really happening, groovy tunes in this game." Soon everyone is pulling off gnarlome moves. It's a glorious sight and as the point scores begin to rise, *PSM* starts to fear for its pristine 100% record. Time to turn up the heat and, as the boys begin to crack under the pressure, Butch screams, "You're smoking me – I'm not very good at

snowboarding."

*PSM* enjoys a last and final victory. Nice guys and fine muso-types they might but when it comes to gaming, Garbage by name, Garbage by nature. Sorry, lads... ■

>>>Garbage's new single *The World Is Not Enough* is out now>>>



**Take to the slopes with *Trick 'n' Snowboarders* to sample the delights of big phat air**



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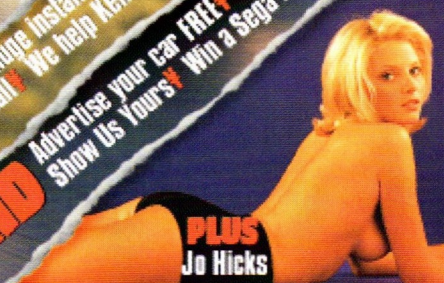
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In a mystical retelling of the classic tale of Mr Good vs Mrs Evil, *Mortal Kombat Conquest* follows the fierce warrior King Kung Lao... Ooooh, metron etc!

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No need for anal probes to get hold of your copy of the *South Park* demo - Acclaim have 5,000(!) to give away

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## Tony Hawk's T's

T-shirts - um, they're like totally radical. Dude. And they're a jolly nice shade of blue. Yes

MATCH THE SYMBOLS TO SEE WHAT BOOTY BONUS YOU COULD WIN...

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To win a copy of the *Small Soldiers* video, send your answer to the question below to: *Small Soldiers/PSM54* Compo on a postcard to: Manson Williams PR, Tanzaro House, Arwick Green, Manchester, M12 6FZ.

Q. What are the military group of toys in *Small Soldiers* called?

*Small Soldiers* is available now for £15.99.

### MORTAL KOMBAT VIDEOS

Win a copy of Arrow Films' *Mortal Kombat Conquest* by sending your answer to the question below on a postcard to *Mortal Kombat Booty 54* at the usual address. All entrants must be over 15.

Q. Which *Mortal Kombat* character is known for his frosty attributes?

*Mortal Kombat* videos are available now for £12.99.

### SOUTH PARK DEMOS

We've got 5,000 copies of the *South Park* demo to give away. To enter include your answer, name and address on a postcard and send it to: *South Park Competition*

3 Alverston Place  
Leamington Spa  
CV32 4SN

Q. What is the polar opposite of south?

*South Park* is available in games stores now. Big thanks to Acclaim

### TONY HAWK'S T-SHIRTS

Activision have given us a wad of exclusive *Hawk* T-shirts. To win one simply send your answer on a postcard to *Tony Hawk's Booty 54* at the usual address.

Q. Which skateboarding move is also a boy's name?  
*Tony Hawk's Skateboarding* is available now in games stores.

Thanks to all the other Booty santes: Ubi Soft, Infogrames, Take 2, SCI and GT Interactive

## WIN ALL THIS!

Like the look of this lot? Good. To win one copy of EVERYTHING on this page, simply answer the following question:

Q. Which Penelope would be most at home in the *Le Mans* race?

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  - B) Penelope Pitstop
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**CD 50: Wip3out, FFVIII, No Fear, Point Blank 2, Um Jammer Lammy, Lego Racers, R/C Stunt Copter, Mission Impossible and more**



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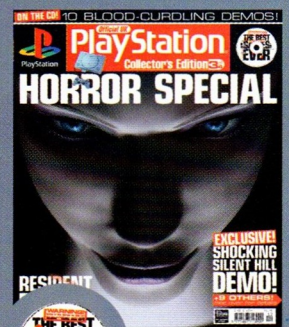
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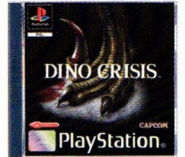
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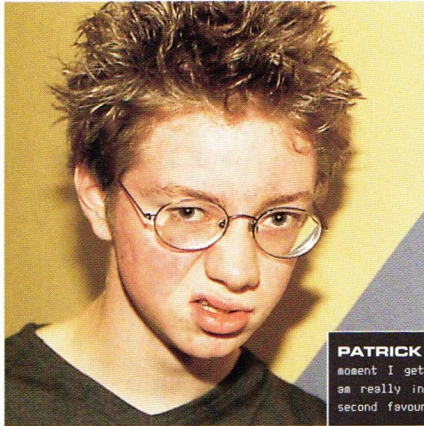
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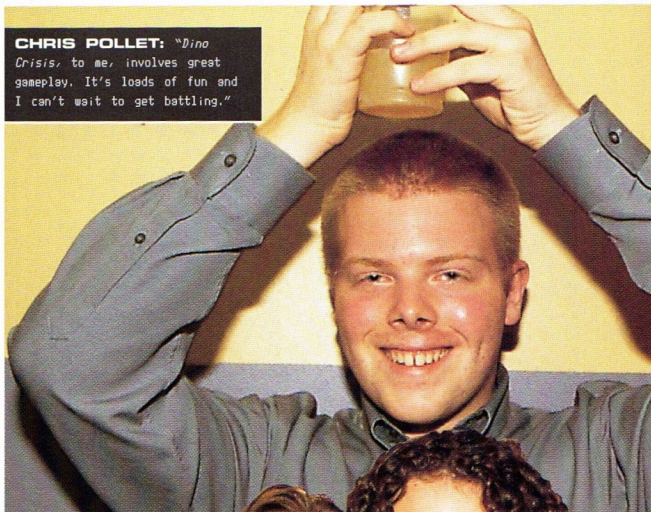
THEIR BOOKS AT THIS MONTH'S CHALLENGE



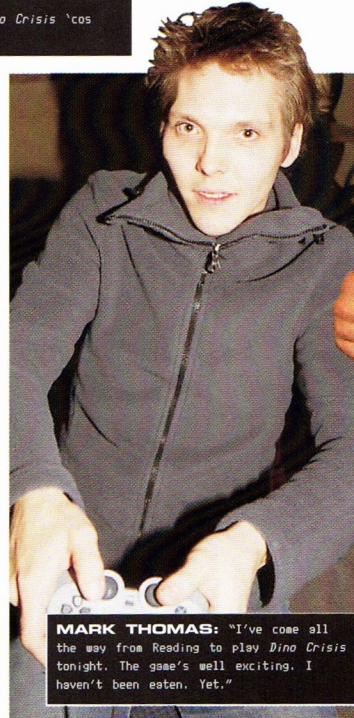
**PATRICK ROSE:** "Any spare moment I get, I play my PlayStation. I am really into *Dino Crisis*, it's my second favourite after *Gran Turismo*."



**KATIE BLACKBURN:** "I tend to play a lot - it beats revision!"  
**NEIL SHAW:** "I love *Dino Crisis* 'cos it's vicious like I am."



**CHRIS POLLET:** "*Dino Crisis*, to me, involves great gameplay. It's loads of fun and I can't wait to get battling."



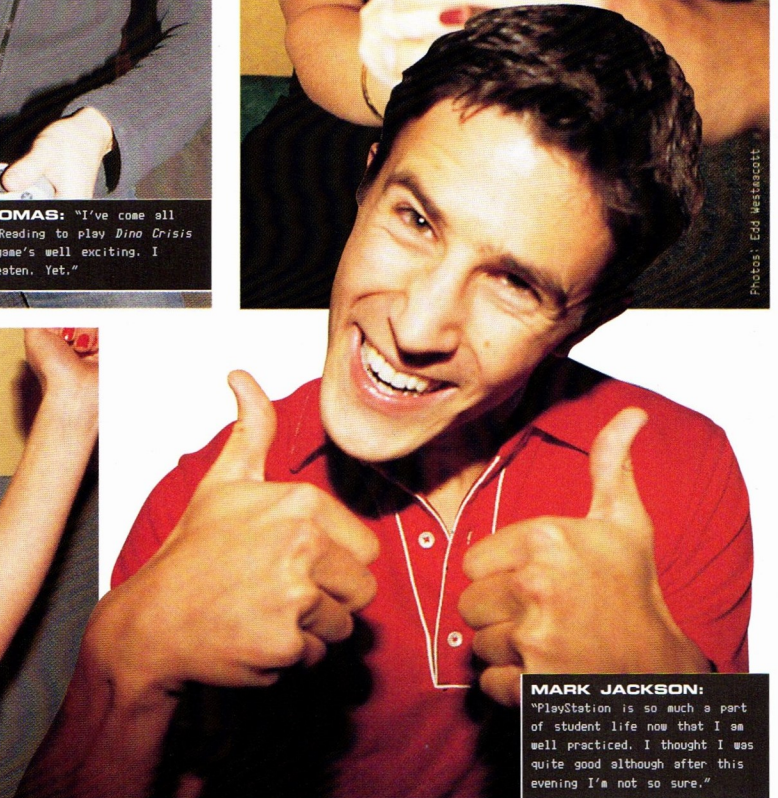
**MARK THOMAS:** "I've come all the way from Reading to play *Dino Crisis* tonight. The game's well exciting. I haven't been eaten. Yet."



**JENNI DEVONALD:** "I love shooting games - but I'm here supporting Bavin tonight."  
**BAVIN PATEL:** "*Cool Boarders* is very smooth and I win every time. I don't think I'll win at *Dino Crisis*. I haven't got the staying power."



**JOANNA STODDART:** "I can't even play the game, but there are loads of lads we know who are bound to get in the final!"  
**GABY CHALLANER:** "I'm here to have a good laugh and maybe even pick up some PlayStation tips from those in the know."



**MARK JACKSON:** "PlayStation is so much a part of student life now that I am well practiced, I thought I was quite good although after this evening I'm not so sure."

Photos: Edd Westmacott



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FROM INFINITY TO BEYOND... SAMPLE THE SWEET SPACEY DELIGHTS OF DISC 54



**EDITED BY: Catherine Channon**

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**G**amers wanted for afternoon and evening fun. Must be able to cope with cold weather, fast cars, wearing ill-fitting clothing, creepy crawlies and over excitement. NS with GSOH preferred.

If you think you fit the bill, then this is the disc for you. PSM takes a Cuban-heel step back in time to see old favourites like *Centipede* and *Pac-Man* once more and has to admit that, despite carrying the kind of spread that even Dairy Lea would be proud of, the Pac is definitely back...

Catherine Channon

## TO USE DISC 54

Load the disc and scroll through the game choices using ← and →. Press ⊗ to select the demo you want. At the end of some of the demos you will need to reset your console

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Shimmy up the broom-stick and you'll find Bo Peep – she wants you to track down her missing sheep

## Toy Story 2

■ PUBLISHER	Activision
■ STYLE	3D platformer
■ PROGRAM	Playable demo

**W**hat better way to enter a new millennium than with the adorable spaceman himself – Mr Buzz Lightyear, hero of the '90s and an icon on which all young adolescents can model themselves. We've managed to bag you a demo that's so large even Jimmy Saville would have trouble smoking it.

You join the plastic one mid-crisis as Woody has been kidnapped by Al, the toy collector and has ended up in the boot of a car, perhaps never to be seen again... It's down to you and Buzz to save him. You start off in Andy's house, where the full game also begins. Find Rex outside Andy's room to get some hints and

tips, then explore the rest of the house (including the attic, garage and basement). You need to find five hidden tokens.

Buzz is an agile guy so watch out for areas to climb to, slide to, stomp over and push.

### ■ Controls

⊙	Spin/stomp (while jumping) hold down to charge spin attack
Ⓢ	Fire (hold down to charge laser)
⊗	Jump
L1	Switch view
L2	Camera pan left
R1	Target lock/status
R2	Camera pan right
↑ ↓ ← →	Controls Buzz's moves

### ■ Additional features

In the full game you'll be surrounded by your old friends Bo Peep, Mr Potato Head, Rex (the plastic dinosaur), Slinky Dog and Hamm. But you'll have to face your arch rival the Evil Emperor Zurg alone.

### ■ Further information

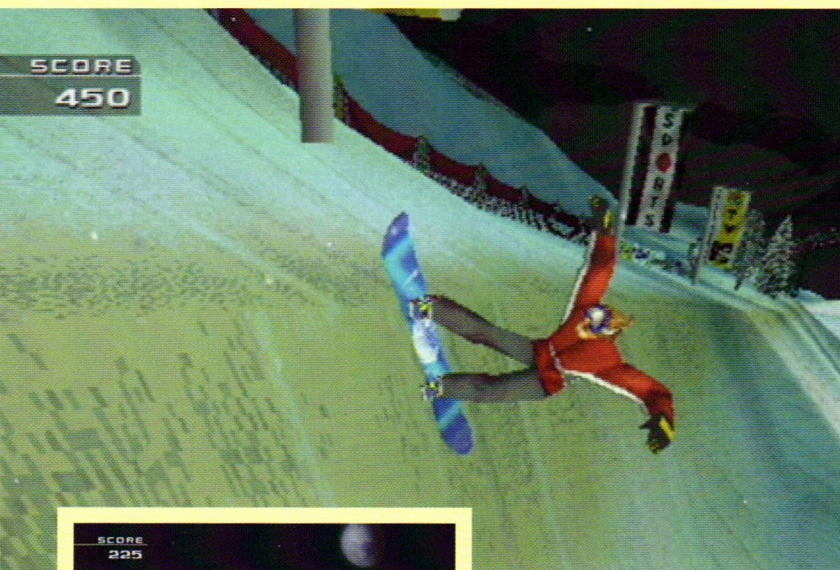
PSM takes a peek inside *Toy Story's* toy box over on page 88.



Image © Disney / Pixar



# DISCONTENTS



**Phat Air** on the half pipe is easy, just carve from side to side and the extra height will help you when trying out the two special tricks



## MTV Snowboarding

■ PUBLISHER	THQ
■ STYLE	Snowboarding sim
■ PROGRAM	Playable demo

**D** on your 50-inch waist jeans, a jumper that's far too small and a beanie that looks like you were born with it attached to your skull and you're ready to get radical with *MTV Snowboarding*. Not since *Ski Sunday* has this much snow graced our screens.

In our demo you can try out the Training Mode and play as either the fresh-faced filly Anna, or rough-and-ready Mitch. Once you've picked your player, ride the Norwegian course and put your trick skills to the test, on the half pipe at the bottom of the track.

### Controls

- Ⓐ Nose grab (in air)
- Ⓞ Switch stance (on ground)
- Ⓞ Grab melon (in air)
- ⓧ Jump /trick prep (in air)

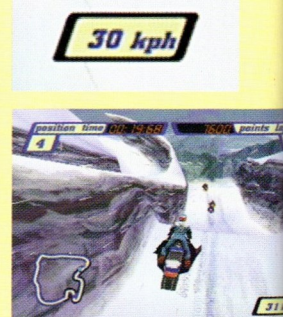
- ⓧ Grab melon (in air)
- Ⓞ Ollie/jump on rail (on ground)
- Ⓞ Grab mute (in air)
- Ⓢ Hard right (on ground)
- Ⓢ Increases rotation speed (in air)
- Ⓢ+Ⓞ Grab indy
- Ⓢ+Ⓢ Grab nuclear
- Ⓢ+Ⓞ Grab stalefish
- Ⓢ+ⓧ Grab seatbelt
- Ⓢ Hard left (on ground)
- Ⓢ Increase rotation (in air)
- Ⓢ+ⓧ+Ⓞ Special trick 1
- Ⓢ+ⓧ+Ⓞ Special trick 2

### Additional features

The full game contains 46 unique tricks, accompanied by a soundtrack that includes Ministry and Fear Factory. You can also create your own park.

### Further information

PSM gets down to the bear bindings of MTV's polygonal board last issue.



**Your polygonal** opponents aren't quite the super-skilled sleders you might expect. In fact sometimes they're all over the shop. Beware, they'll try to drag you down with them on more than one occasion. Take evasive action and steer well clear

## Sled Storm

■ PUBLISHER	Electronic Arts
■ STYLE	Snowmobile game
■ PROGRAM	Playable demo

**W** hen *Sled Storm* crashed through the letter box we knew were in for more of a rough ride than a calm cruise. Hold on to your hats as EA take you sledging. Choose from Tracey or Jay – Tracey's being quick off the mark and easier to handle, while Jay is decidedly unstable and a little bit slow, but will do much better at tricks. Your best bet is to race the sled as you would a bike and lean well into the corners.

### Controls

- ↑ Pitch forward
- ↓ Pitch back

- ← Steer left
- Steer right
- Ⓞ Change camera
- Ⓢ Pause/start
- Ⓞ Brake
- Ⓞ Change stance
- Ⓢ Acceleration
- Ⓢ Hard lean Left
- Ⓢ Hard Lean Right
- Ⓢ & Ⓢ For basic tricks such as:
- Ⓢ+Ⓢ No hander
- Ⓢ+Ⓢ No footer
- Ⓢ+Ⓢ+Ⓢ Heel clicker
- Ⓢ+Ⓢ Look back

### Additional features

The full game contains 14 levels that incorporate short cuts, and thrilling Two and Four-Player Modes.

### Challenge

First five people to send in proof of a score above 2000 points will receive a copy of the full game. Names and addresses on a postcard to *Sled Storm* Disc 54 Compo at the usual address.





DEMO BEST



**V-Rally 2's** steering can be very sensitive at times, so take it steady for the first couple of laps and wind up your speed as you become more familiar with the course

## V-Rally 2

■ PUBLISHER	Infogrames
■ STYLE	Racing sim
■ PROGRAM	Playable demo

One of the most long-awaited demos of all time is finally here. What can we say? Sorry it took so long, but we're sure it'll be worth the wait. You get to try out the Corsican leg of V-Rally 2. It's a challenging course where even the more cautious of drivers can come unstuck. True to its real-life counterpart, make the slightest mistake and you'll not only end up all over the shop, but upside down in it as well.

### Controls

START	Pause
←	Cursor left

→	Cursor right
LB	Rear view mirror
RB	Gear down
B2	Gear up
△	Change camera view
○	Handbrake
⊗	Accelerate
⊕	Brake (hold to switch to reverse gear)

### Additional features

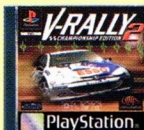
The full game features 16 World Rally Championship cars, over 70 special stages in 12 countries, a stunning Four-Player Mode and an exclusive track editor to boot.

### Further information

Check out the full review back in PSM47.

### Challenge

The first five readers to complete the demo in under two minutes and send in proof, will win loads of V-Rally 2 goodies. Answers on a postcard to V-Rally 2 Disc 54 compo at the usual address.



**CD CHALLENGE!**



The CPU team can be rather vicious at times, so you're going to need to be tough. The thing to remember if you want to win is attack, attack, attack

## NHL Champ 2000

■ PUBLISHER	Activision
■ STYLE	Ice Hockey Sim
■ PROGRAM	Playable demo

Continuing with the general cool theme that is Disc 54 is Activision's latest ice hockey offering. Our demo enables you to play as either the away team, Sabres, or the Stars at home. The action is fast paced so you'll need to be on your toes and watch out for the on-screen tips that appear. Instant replays will solve any discrepancies when it comes to tackling and with the way these guys play you're going to need them. But if it all gets too much for you, you can sit on the sidelines and watch the CPU opponents battle it out to the death.

### Controls

• Offence	
↑↓↔	Skate/pass shot direction
△	Fast skate
○	Slap shot

⊕	Wrist shot
⊗	Pass
B2	Flip pass
B2	Drop pass
• Defence	
↑↓↔	Skate
⊗	Select player/face off
○	Poke check
⊕	Hook/block shot
△	Body check/fast skate
B2	Skate backwards

### Additional features

The full game features 28 licensed teams who are represented by stunning graphics. Recreating the feel of a televised match, Activision have added multiple camera angles, pop up stats and real-time commentary, making it seems as though you're controlling your very own live TV match.

### Further information

Pucker up to PSM53, where NHL 2000 receives a full review.



# DISCONTENTS

## Pac-Man World

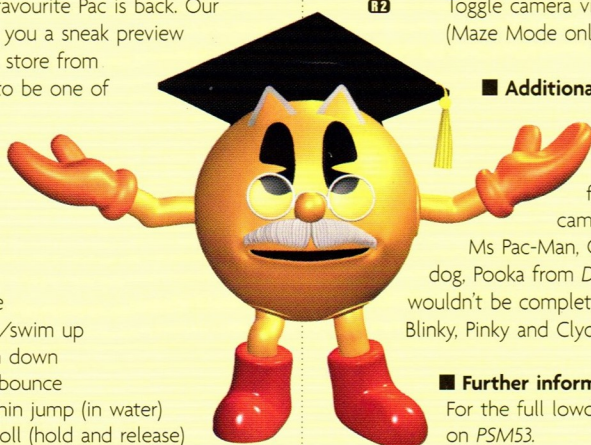
■ PUBLISHER	SCEE
■ STYLE	Retro platformer
■ PROGRAM	Playable demo

Everybody's favourite Pac is back. Our demo gives you a sneak preview of what's in store from

what looks all set to be one of the best retro rejigs yet. Try out the Maze and Quest Modes on the disc.

### Controls

↑↓←→	Move
⊗	Jump/swim up
⊕	Swim down
⊗ ⊕	Butt-bounce
⊗ (hold)	Dolphin jump (in water)
⊕	Rev roll (hold and release)



### Additional features

The full game features many classic characters from the original in cameo roles, including Ms Pac-Man, Chomp Chomp the dog, Pooka from *Dig Dug*. Of course it wouldn't be complete without Inky, Blinky, Pinky and Clyde.

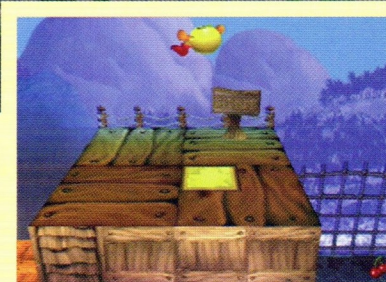
### Further information

For the full lowdown chow down on PSM53.

- ⊙ Pac-Dot Attack
- ⊙ Super Pac-Dot Attack. This uses ten Pac-Dots (hold and release)
- L2 View game status
- R2 Toggle camera view (Maze Mode only)



**Pac-dots** can either be thrown at bad guys to kill them, or at chests to open them. Use your butt-bounce to activate switches



## Worms Armageddon

■ PUBLISHER:	Hasbro
■ STYLE:	Strategy
■ PROGRAM:	Playable demo

Enjoy the delights of *Worms*, with Single, Multiplayer and Mission modes. Your vast arsenal includes old favourites and a few newcomers such as the jet pack and skunk.

### Controls

↑↓←→	Move worm
SELECT	Weapon select
START	Pause/quit menu

- ⊗ Fire weapon/select weapon
- ⊕ Jump 1
- ⊙ Jump 2
- L1 Bounce/girder rotate/air strike
- L2 Fuse setting/girder rotate/air strike
- R1 Name detail level
- R2 Worm select

### Additional features

Full game has 55 weapons and over 40 missions.

### Further Information

Get on over to PSM53 for a full review.



**A whole arsenal** of weaponry and gadgetry is at your disposal. Try the ninja rope or pneumatic drilling worm...



## Centipede

■ PUBLISHER	Hasbro
■ STYLE	Retro shooting
■ PROGRAM	Playable demo

Another arcade classic comes back to life amid a field of multicoloured mushrooms. It's simple enough – just keep shooting.

### Controls

↑↓←→	Move the shooter
Left stick/right stick	Move the shooter
⊗	Confirms menu selections and fires main weapon
⊕	Fires special weapon/makes ship faster in arcade mode
⊙	Jump
⊕	Cancel out of menu/view from Wally's eye level

- L1 Strafe left
- L2 Cycle through special weapons
- R1 Strafe right
- L2 Cycle through special weapons
- START Pause and unpause
- SELECT Changes camera view

### Additional features

The full game features 23 levels over four worlds.

### Further information

Run along to page 119 for a full review.



**CD CHALLENGE!**

### Challenge

There are five copies of the finished game up for grabs, for the first five readers to send in proof of a point score over 101,000. Answers on a postcard to *Centipede* Disc 54 Compo at the usual address.



**Mushrooms** are your main means of defence, so don't destroy them





**T**his month's Download offers a festive feast of gaming fun. Simply select Download on your demo disc and transfer the data to a Memory Card and it's yours to keep forever and ever.

## Tekken 3

The master of all beat 'em ups is yours for the taking, with all the characters that are available.



## WipEout 2097

Classic futuristic-fuelled fun, the completed game enables you to toy with any vehicle or ride any track.



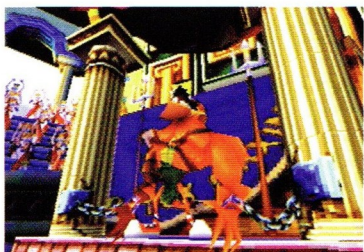
## G-Police: WOJ

If you're having trouble with your futuristic law enforcement fear not, PSM is on hand to help.



## Crash Bandicoot 3

Access any level you want with all the bandicoot has to offer available.



## Kingsley's Adventure

The secret of true knighthood is only a moment away...



# Video Gallery

TAKE A SNEAKY PEEK AT WHAT THE FUTURE HOLDS FOR PLAYSTATION WITH PSM'S REGULAR LOOK AT FOOTAGE OF TOMORROW'S GAMES



## Gran Turismo 2

■ PUBLISHER	SCEE
■ STYLE	Racing sim
■ PROGRAM	Video

**W**e know it has been a long time coming but just to tease you that little bit longer, here's another look at *Gran Turismo 2*, accompanied by an electrifying Propellerheads soundtrack.



### Challenge

To win one of five Sony Dual Shock pads simply tell us the makes of three cars featured in the video demo. Answers on a postcard to GT2 Disc 54 Compo at the usual address

## Space Debris

■ PUBLISHER	SCEE
■ STYLE	Space sim
■ PROGRAM	Video

**N**ew in from SCEE, a first look at their futuristic, mission-based, space shoot 'em up, due for release later this year. Keep your eyes peeled for more information and a playable demo.

## Ace Combat 3: Electrosphere

■ PUBLISHER	SCEE
■ STYLE	Air combat
■ PROGRAM	Video

**T**he third in Namco's highly successful *Ace Combat* series, features a massive variety of

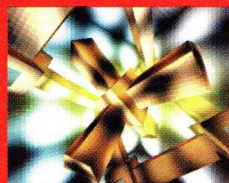
mission styles including dog-fights, ground attacks, high-altitude chases and low-altitude canyon chases that take place both day and night. Take a closer look at what's in store, but don't all scramble at once. Ahem.



# NEXT MONTH'S DEMO DISC

NEXT MONTH'S LINE-UP INCLUDES...

- MUSIC 2000
- ACE COMBAT 3: ELECTROSPHERE
- F1 '99
- PLUS EAGLE ONE: HARRIER ATTACK, GRAN TURISMO 2 (EXCLUSIVE VIDEO), MICRO MANIACS AND MUCH MORE!













# A TO Z

COUNT 'EM, 592 GAME REVIEWS SQUASHED INTO SIX PAGES. THE PSM DATABASE – DON'T LEAVE HOME WITHOUT IT

## A

### ACE COMBAT 2

SCEE – *PSM27* – 5/10 – Flight sim  
Fantastic, full-on action, but unfortunately you can finish it in a day.

### ACTUA GOLF

Gremlin – *PSM9* – 8/10 – Golf sim  
Decent player animation and varied commentary are combined to good effect.

### ACTUA GOLF 2

Gremlin – *PSM22* – 7/10 – Golf sim  
Better graphics and new shots fail to hide basic gameplay limitations.

### ACTUA GOLF 3

Gremlin – *PSM40* – 6/10 – Golf sim  
For the dedicated golf fan only. Dated control system and old-fashioned visuals.

### ACTUA ICE HOCKEY

Gremlin – *PSM30* – 6/10 – Ice hockey sim  
Very ordinary game with slow graphics and many minor niggles. Not bad, but not excellent either.

### ACTUA ICE HOCKEY 2

Gremlin – *PSM45* – 6/10 – Ice hockey sim  
Like playing for real without a helmet. But it's missing one obvious point – the players.

### ★ ACTUA SOCCER

SCEE – *PSM3* – 9/10 – Football sim  
A slick and accomplished early bash at this overcrowded game genre.

### ★ ACTUA SOCCER 2

Gremlin – *PSM27* – 9/10 – Football sim  
A hard game to master, but still among the best.

### ACTUA SOCCER 3

Gremlin – *PSM40* – 6/10 – Football sim  
Lacks a wide range of moves and fails to convey the flowing nature of the sport.

### ACTUA SOCCER CLUB EDITION

Gremlin – *PSM20* – 7/10 – Football sim  
Basically, Actua Soccer with national rather than international sides.

### ACTUA TENNIS

Gremlin – *PSM38* – 5/10 – Tennis sim  
The infinitely more fun Anna Kournikova's Smash Court Tennis remains supreme.

### ADIDAS POWER SOCCER

Psygnosis – *PSM6* – 8/10 – Football sim  
The George Best of footy sims – wild, eccentric, but oh so captivating.

### ADIDAS POWER SOCCER 2

Psygnosis – *PSM28* – 7/10 – Football sim  
There are better footy games around, but this has lots of grit and flair.

### ADIDAS POWER SOCCER INT

Psygnosis – *PSM18* – 8/10 – Football sim  
New modes and more realistic team and player abilities. Not a lot else.

### ADIDAS POWER SOCCER '98

Psygnosis – *PSM35* – 5/10 – Football sim  
Disappointing and often infuriating.

### ADVENTURES OF LOMAX

Psygnosis – *PSM13* – 5/10 – Platformer  
Fine-looking, but very old-fashioned. Would have been good on the SNES.

### AGILE WARRIOR

Virgin – *PSM3* – 6/10 – Air combat sim  
Rough and unpolished flight 'em up with a few redeeming features.

### AIR COMBAT

SCEE – *PSM1* – 6/10 – Air combat sim  
Flashy Namco arcade port that's too short and easy to merit unguarded acclaim.

### AIRONAUTS

Red Storm – *PSM48* – 4/10 – Shoot 'em up  
There's a great game buried in here. A bit more thought and this could have been a winner.

### AIR RACE

THQ – *PSM26* – 7/10 – Racing/flight sim  
Pleasantly surprising. It has obvious faults, but is robust, smart and fun-filled despite them.

### AIV EVOLUTION GLOBAL

Acclaim – *PSM9* – 7/10 – Strategy  
Snappily titled *Sim-City* clone. Deep and challenging, but slow in places.

### AKUJI THE HEARTLESS

Eidos – *PSM42* – 8/10 – 3D adventure  
No-nonsense adventure with an attractive evil sheen.

### ALIEN TRILOGY

Acclaim – *PSM5* – 8/10 – Shoot 'em up  
Pant-wettingly scary *Doom* clone with an emphasis on intellect and agility.

### ALL STAR SOCCER

Eidos – *PSM23* – 6/10 – Football sim  
Comedy commentary tries to lift this mediocre footy sim and fails.

### ALL STAR TENNIS

Ubi Soft – *PSM40* – 7/10 – Tennis sim  
Entertaining and inventive slice of tennis action, but not recommended for the lone player.

### ALLIED GENERAL

Mindscape – *PSM20* – 5/10 – War game  
Dated, graphically-hideous war game with few gameplay plus points.

### ALONE IN THE DARK

Infogrames – *PSM2* – 8/10 – 3D action/adventure  
One of the most picturesque and playable adventures on the market.

### ★ ALUNDRA

Psygnosis – *PSM31* – 9/10 – RPG  
*Legend Of Zelda* for the PlayStation, and not before time. Compulsively addictive.

### ANDRETTI RACING '97

EA – *PSM11* – 7/10 – Racing sim  
Varied, fun, but slightly clunky racer. Pales in comparison to *Ridge Racer*.

## PLATINUM OF THE MONTH



Name: *Gran Turismo*  
Publisher: SCEE  
Issue: *PSM32*  
Score: 10/10  
Game type: Racing sim

*Gran Turismo*, despite being well over a year old, is still the best driving game on the PlayStation. The innovative driving tests, realistic handling and sheer number of vehicles available have ensured that *Gran Turismo* will not be bettered until its own sequel arrives. Indeed, the good news is that your Memory Card saves from the original will be compatible with the forthcoming GT2. Our advice? Buy both...



### ANNA KOURNIKOVA'S SMASH COURT TENNIS

SCEE – *PSM46* – 8/10 – Tennis sim  
Its retro look and innate cruelty won't appeal to everyone, but it's an arcade gem. Pure genius.

### ★ APE ESCAPE

SCEE – *PSM47* – 9/10 – 3D platformer  
The best platformer released so far – instantly amusing and enjoyable.

### APOCALYPSE

Activision – *PSM41* – 8/10 – Shoot 'em up  
Messy in places, annoying and frustrating, but will keep blaster fanatics amused for some time.

### AQUANAUT'S HOLIDAY, THE

SCEE – *PSM9* – 4/10 – Scuba sim  
Underwater-experience title which soon bores rather than captivates.

### AREA 51

GTI – *PSM21* – 5/10 – Shoot 'em up  
A tedious, repetitive and unforgivably-slow *Time Crisis* forebear.

### ARMoured CORE

SCEE – *PSM35* – 8/10 – Mech shoot 'em up  
Engrossing, weapons-grade mech action.

### ARMY MEN 3D

3DO – *PSM53* – 6/10 – Strategy game  
Seriously flawed execution prevents it from fulfilling its substantial potential.

### ASSAULT

Telesat – *PSM37* – 6/10 – 3D shoot 'em up  
Tension-relieving blasting, but the 3D perspective results in aiming problems and unfair deaths.

### ASTERIX

Infogrames – *PSM46* – 3/10 – Platform/strategy  
Sub-standard fusion of *Risk* and a feeble collect 'em up (with occasional fighting).

### ASTERIODS

Activision – *PSM41* – 7/10 – Shoot 'em up  
This 3D version of the classic is just as addictive and fun to play.

### ATARI COLLECTION 2, THE

GTI – *PSM36* – 7/10 – Retro compilation  
The best retro collection to date, but most games fail to hold their own in the '90s.

### ATLANTIS

Cryo – *PSM39* – 5/10 – Point 'n' click adventure  
Lacking in looks and personality. Must try harder.

### AUTO DESTRUCT

EA – *PSM29* – 6/10 – Racing/strategy  
Not all bad, but far from excellent. Bones of the game are good, but it soon becomes repetitive.

### AYRTON SENNA KART DUEL 2

SunSoft – *PSM36* – 4/10 – Kart racing  
Low quality, simplistic racer. Rough, ropy, clunky. To be avoided.

### AZURE DREAMS

Konami – *PSM37* – 7/10 – RPG  
Intriguing but quirky RPG. If it appeals to you you'll be hooked for weeks.

## B

### BABY UNIVERSE

SCEE – *PSM38* – 4/10 – Music kaleidoscope  
An amusing enough trifle, but when was the last time you spent £30 on a trifle?

### BALLBLAZER

EA – *PSM23* – 5/10 – Future sport sim  
Lacklustre update of the Commodore 64 title. Stick to footy – it's more satisfying.

### BATMAN & ROBIN

Acclaim – *PSM35* – 6/10 – Arcade/adventure  
There are too many ideas fighting for attention.

### BATTLE ARENA TOSHINDEN

SCEE – *PSM1* – 8/10 – Beat 'em up  
This weapons-based 3D punch up is a key early title which still impresses.

### BATTLE ARENA TOSHINDEN 2

SCEE – *PSM7* – 7/10 – Beat 'em up  
Disappointingly similar sequel which adds little but extra graphical finesse.

### BATTLE ARENA TOSHINDEN 3

SCEE – *PSM24* – 7/10 – Beat 'em up  
Marginally better than its prequel but still no contender for the *Tekken* series.

### BIG AIR

EA – *PSM46* – 4/10 – Snowboarding sim  
The kind of game you'll only play when you're bored – very bored.

### BIG HURT BASEBALL

Acclaim – *PSM9* – 6/10 – Baseball sim  
The visuals are really the only thing that impress in this flawed sim.

### BIO FREAKS

GTI – *PSM37* – 7/10 – Beat 'em up  
Provides laughter and blood-stained enjoyment.

### BLACK DAWN

EA – *PSM13* – 8/10 – Air combat sim  
Decent helicopter game with good visuals and challenging missions.

### BLAM! MACHINEHEAD

EA – *PSM11* – 8/10 – Shoot 'em up  
Nice-looking sci-fi blaster with interesting touches.

### BLAST CHAMBER

Activision – *PSM13* – 7/10 – Puzzle  
Innovative and mentally challenging.

### BLAST RADIUS

Psygnosis – *PSM35* – 8/10 – 3D shoot 'em up  
Thoroughly enjoyable arcade-style shoot 'em up.

### BLASTO

SCEE – *PSM36* – 6/10 – Cartoon adventure  
A cartoon cavalcade of astrogalactic gymnastic insanity. If only it was faster, had better controls...

### BLAZE & BLADE: ETERNAL QUEST

FunSoft – *PSM41* – 6/10 – RPG  
Interesting attempt at a multiplayer RPG, but not very good.

### BLOOD OMEN: LEGACY OF KAIN

BMG – *PSM17* – 7/10 – RPG  
Ambitious, yet severely limited, hack 'n' slash affair that's riddled with small flaws.

### BLOODLINES

SCEE – *PSM45* – 7/10 – Future sports  
Hard and fast action in spurts, but very little else.

### BLOODY ROAR: HYPER BEAST DUEL

Virgin – *PSM29* – 8/10 – Beat 'em up  
Lacks variety, but there's loads of strategy and it's a visual treat.

### BLOODY ROAR 2: BRINGER OF THE NEW AGE

Virgin – *PSM44* – 8/10 – Beat 'em up  
A fine, quick and responsive fighting machine.

### B-MOVIE

GTI – *PSM40* – 8/10 – Shoot 'em up  
Contains a surprising amount of depth and manages to 'stay fresh' despite its simple premise.

### BOMBERMAN

Virgin – *PSM47* – 7/10 – Arcade game  
What's dull for one player is delicious for five.

### BOMBERMAN FANTASY RACING

Virgin – *PSM47* – 6/10 – Kart racing game  
No amount of tricks can mask the awkwardness of your mounts.

### BOMBERMAN WORLD

SCEE – *PSM34* – 6/10 – Arcade game  
Adequate, but with irritating control foibles.

### BRAHMA FORCE

JVC – *PSM30* – 7/10 – First-person shoot 'em up  
*Ki/Leak* returns, but despite some clever features, not much real improvement.

### BREAK POINT

Ocean – *PSM13* – 7/10 – Tennis sim  
Slightly over-complicated, but a good racket workout, nevertheless.

### BREATH OF FIRE III

Virgin – *PSM35* – 8/10 – RPG  
Great fun Japanese RPG.

### BRIAN LARA CRICKET

Codemasters – *PSM39* – 8/10 – Cricket sim  
Enjoyable to play and well-executed cricket sim.

### ★ BROKEN SWORD

SCEE – *PSM11* – 9/10 – Graphic adventure  
A beautifully-crafted epic awash with atmosphere and Parisian chic.

### ★ BROKEN SWORD II: THE SMOKING MIRROR

SCEE – *PSM27* – 9/10 – Graphic adventure  
One of the most atmospheric adventure games money can buy.

### BUBBLE BOBBLE 2

Virgin – *PSM20* – 8/10 – Platformer  
Compelling gameplay. Cute graphics. Great longevity. Nuff said.

### BUGGY

Gremlin – *PSM38* – 6/10 – Comic racer  
Fun, but lacks the kind of polish that modern gamers demand.

### BUGS BUNNY: LOST IN TIME

Infogrames – *PSM48* – 5/10 – 3D platformer  
Lacks variety and is random throughout.

### BUG'S LIFE, A

SCEE – *PSM43* – 5/10 – 3D adventure  
Lead pace, sloven finishing and polygonal floundering render this inert slop.

### BUSHIDO BLADE

SCEE – *PSM29* – 8/10 – Beat 'em up  
Not for the squeamish, but a welcome revamp of a dead-end genre. Don't wait for *Tekken 3*; get this.

### BUST A GROOVE

SCEE – *PSM38* – 8/10 – Dancing sim  
Almost arousing to watch, though occasionally repetitive to play.

### ★ BUST A MOVE 2

Acclaim – *PSM8* – 9/10 – Puzzle game  
Simple, yet infuriatingly-addictive *Tetris*-style puzzler. A near legend.

### ★ BUST A MOVE 3

Acclaim – *PSM31* – 9/10 – Puzzle game  
The most addictive two-player game this side of chocolate tennis.

### BUST A MOVE 4

Acclaim – *PSM40* – 8/10 – Puzzle game  
Still furiously-addictive, but only first-time *Bust-A-Movers* need apply.

## C

### CAPCOM GENERATIONS

Virgin – *PSM48* – 3/10 – Retro compilation  
Don't let fond memories and nostalgia drain your wallet of money.

### CARDINAL SYN

SCEE – *PSM33* – 6/10 – Beat 'em up  
The playing environment is quite cool, but it's too easy and there's not enough variety.

### CARNAGE HEART

SCEE – *PSM20* – 8/10 – Combat/strategy  
Intensely absorbing and addictive, but mentally demanding. Not for everyone.



## CASPER

SCEE – *PSM13* – 6/10 – Puzzle game  
Cutesy exploration title with a few new twists, but little lasting appeal.

## CASTLEVANIA: SYMPHONY OF THE NIGHT

SCEE – *PSM26* – 7/10 – Platform adventure  
Playable and vast, but lacks sparkle.

## CASTROL HONDA SUPERBIKE RACING

THQ – *PSM49* – 6/10 – Motorbike game  
Too difficult for a passing fancy, but if you love bikes this might be what you've been looking for.

## CHAMPIONSHIP MOTOCROSS

THQ – *PSM52* – 7/10 – Motorbike game  
While it's hard, it provides the kind of knockabout fun that has been absent from recent racers.

## CHESSMASTER 2

Mindscape – *PSM48* – 8/10 – Chess sim  
If you want to play, or learn to play, start here.

## CHESSMASTER 3D

Mindscape – *PSM7* – 7/10 – Chess sim  
Competent, nicely-presented chess title with classical soundtrack.

## CHILL

Eidos – *PSM32* – 6/10 – Snowboarding sim  
Proficient snowboarding game, but it lacks anything innovative.

## CIRCUIT BREAKERS

Mindscape – *PSM33* – 9/10 – Racing game  
Addictive, clever and considered top-down racing. Best with four players.

## CIVILIZATION II

Activision – *PSM45* – 9/10 – Strategy  
Slow, and at times awkward, but incredibly addictive and involving.

## COLIN MCRAE RALLY

Codemasters – *PSM35* – 9/10 – Racing sim  
Pushes the boundaries of the off-road racer to somewhere near *Gran Turismo*.

## COLONY WARS

Psygnosis – *PSM26* – 7/10 – 3D space combat  
Stunning and well-designed, if you're prepared to make the effort.

## COLONY WARS – VENGEANCE

Psygnosis – *PSM39* – 9/10 – 3D space combat  
The best space combat game on the PlayStation. Challenging and compelling.

## COMMAND & CONQUER

Virgin – *PSM15* – 9/10 – Military strategy  
Brilliant conversion of the god-like PC original. Make war, not love.

## COMMAND & CONQUER RED ALERT

Virgin – *PSM28* – 9/10 – Real-time war game  
A mammoth game. A classic. You must own this.

## COMMAND & CONQUER RED ALERT: RETALIATION

Virgin – *PSM37* – 7/10 – Real-time war game  
*Red Alert* fans will lap it up, but anyone looking for something new will be disappointed.

## CONSTRUCTOR

Acclaim – *PSM40* – 8/10 – Management sim  
A fine game, but you'll need a mouse to get the best out of it.

## COOL BOARDERS

SCEE – *PSM16* – 6/10 – Snowboarding sim  
Interesting, amusing but seemingly-rushed attempt to recreate a trendy sport.

## COOL BOARDERS 2

SCEE – *PSM29* – 8/10 – Snowboarding sim  
Detailed sports sim, supercool arcade racer and wish-fulfillment par excellence.

## COOL BOARDERS 3

SCEE – *PSM40* – 8/10 – Snowboarding sim  
Superb rather than sublime. A little more thought and care could have made this indispensable.

## COURIER CRISIS

BMG – *PSM27* – 6/10 – Biking sim  
Loads of fun for half an hour, then utterly tedious.

## CRASH BANDICOOT

SCEE – *PSM10* – 9/10 – 3D platformer  
A big, stylish and engrossing addition to a much abused genre.

## CRASH BANDICOOT 2

SCEE – *PSM27* – 8/10 – 3D platform game  
Less painful than the original, though essentially more of the same. Still, pretty and great fun.

## CRASH BANDICOOT 3

SCEE – *PSM40* – 9/10 – 3D platform game  
Tweaked and updated in all the right areas.

## CRASH TEAM RACING

SCEE – *PSM53* – 9/10 – Kart racer  
This is pure karting bliss.

## CREATURE SHOCK

Data East – *PSM4* – 7/10 – Shoot 'em up  
An FMV experiment which fails as both game and visual experience.

## CRITICAL DEPTH

GTi – *PSM29* – 7/10 – Shoot 'em up  
A decent enough all-action game.

## CRITICOM

Virgin – *PSM3* – 7/10 – Beat 'em up  
A challenging combat game that only reveals its depths over time.

## CROC

EA – *PSM25* – 7/10 – 3D platformer  
A children's *Tomb Raider* with superb graphics and excellent presentation.

## CROC 2

Fox – *PSM46* – 8/10 – 3D platformer  
Better, bigger, prettier – and frustrating enough to speed the ageing process.

## CROW: CITY OF ANGELS, THE

Acclaim – *PSM16* – 5/10 – 3D adventure  
Hopelessly out-of-date conversion of an equally poor film. Stay well away.

## CRUSADER: NO REMORSE

EA – *PSM16* – 7/10 – Arcade adventure  
The tricky controls and raw graphics conceal a challenging game.

## CRYPT KILLER

Konami – *PSM18* – 6/10 – Shoot 'em up  
Adequate, but forgettable conversion of an okay-ish arcade shooter.

## CYBERIA

Interplay – *PSM7* – 5/10 – 3D adventure  
Pre-rendered storybook adventure which looked dated as soon as it was released.



## D

Acclaim – *PSM3* – 4/10 – Arcade adventure  
It's way too short and way too easy, though we would dearly love to rate it higher.

## DARK FORCES

Virgin – *PSM17* – 5/10 – Shoot 'em up  
A lazy and dated *Doom* clone. The force is certainly not strong in this one.

## DARKLIGHT CONFLICT

EA – *PSM21* – 8/10 – Space shoot 'em up  
Satisfying 3D shoot 'em up with a nod to *Elite* and bags of gameplay.

## DARKSTALKERS

Virgin – *PSM12* – 7/10 – 2D beat 'em up  
A sound game but should have been released before the superior *SF Alpha*.

## DARKSTALKERS 3

Virgin – *PSM45* – 6/10 – Beat 'em up  
Will appeal to the hardcore fight fan. Some will find its fantastical nature too strong, though.

## DAVIS CUP TENNIS

Telstar – *PSM11* – 5/10 – Tennis sim  
Moderately good-looking and speedy, but severely lacking in playability.

## DEAD BALL ZONE

GTi – *PSM33* – 6/10 – Future sports  
A decent playable future sports game at last, but not as good as the 16-bit classic, *Speedball*.

## DEAD OR ALIVE

SCEE – *PSM34* – 8/10 – 3D beat 'em up  
Lots of polish and gameplay. Still secondary to *Tekken 2* and *Soul Blade*, though.

## DEATHTRAP DUNGEON

Eidos – *PSM31* – 8/10 – 3D adventure  
Hardly a *Tomb Raider* beater, but a solid and well-designed 3D romp.

## DEFCON 5

SCEE – *PSM3* – 8/10 – 3D action/strategy  
Tense, atmospheric strategy-centred shooter. *Doom* with a brain.

## DESCENT

Interplay – *PSM4* – 8/10 – 3D blaster  
Surprisingly good conversion of a great PC title. Huge and addictive.

## DESCENT 2

Interplay – *PSM21* – 7/10 – 3D blaster  
An impressive sequel, but one which suffers in comparison to more contemporary rivals.

## BEAT 'EM UP OF THE MONTH

Name: *Soul Blade*  
Publisher: *SCEE*  
Issue: *PSM19*  
Score: *8/10*  
Game type: *Beat 'em up*

*Soul Blade* is a classy beat 'em up. It doesn't quite have the depth of the *Tekken* series, but you can't fail to have fun with it. Extra longevity is provided by the Edge Master Mode in which you choose a character and guide them through a story. On other occasions you have to fight three fighters in succession with only one energy bar. This gives the game a real boost. Heartily recommended.

## DESTREGA

SCEE – *PSM51* – 4/10 – 3D beat 'em up  
Without stronger basic attacks this is just idiotic fire-chucking.

## DESTRUCTION DERBY

Psygnosis – *PSM1* – 7/10 – Racing game  
Exhilarating crash-and-smash racer let down by a few key faults.

## DESTRUCTION DERBY 2

Psygnosis – *PSM13* – 9/10 – Racing game  
A total visual and gameplay overhaul of the original title. Brilliant stuff.

## DEVIL'S DECEPTION

Interplay – *PSM25* – 3/10 – Platform puzzler  
Sounds much more fun on paper than it is to play.

## DEVIL DICE

SCEE – *PSM41* – 7/10 – Puzzle game  
Off-kilter puzzle game that intrigues and frustrates in equal measure.

## DIABLO

EA – *PSM33* – 6/10 – Arcade/RPG  
Fun blend of arcade action and RPG – easy to fun, but not the best Japan has to offer.

## DIE HARD TRILOGY

EA – *PSM10* – 8/10 – Arcade adventure  
Three good games for the price of one. Glitchy in places, but excellent value.

## DINO CRISIS

Virgin – *PSM51* – 8/10 – Survival horror  
Not quite as atmospheric as its undead counterparts, but just as addictive.

## DISCWORLD

Psygnosis – *PSM1* – 7/10 – Graphic adventure  
Tough point and click puzzler which captures Pratchett's humour well.

## DISCWORLD 2: MISSING PRESUMED...?

Psygnosis – *PSM28* – 7/10 – Graphic adventure  
If you're a Pratchett fan buy it now. If not, don't.

## DISRUPTOR

Interplay – *PSM13* – 8/10 – 3D shoot 'em up  
Stunning scenery and impressive level design. A great alternative to *Doom*.

## DIVER'S DREAM

Konami – *PSM45* – 5/10 – Underwater game  
A reasonable game that's over far too quickly. Just as you start to get into it it finishes.

## DODGEM ARENA

Black Ffrr – *PSM42* – 6/10 – Future sports  
Looks good, but the game mechanics soon lose their novelty.

## DOOM

GTi – *PSM2* – 9/10 – 3D shoot 'em up  
THE classic 3D blaster brought with spooky brilliance to the PlayStation.

## DREAMS

Cryo – *PSM49* – 3/10 – 3D adventure  
It tries to seduce you with its far-out concept and magical properties, but fails on all counts.

## DRIVER

GTi – *PSM44* – 9/10 – Driving game  
Gorgeous to look at and satisfying to play, this is nigh on perfect.

## DUKE NUKEM

GTi – *PSM28* – 8/10 – 3D adventure  
An essential addition to your collection.

## DUKE NUKEM: A TIME TO KILL

GTi – *PSM38* – 9/10 – 3D adventure  
Delivers all the classic videogame goodies in one lovely bundle.

## DYNASTY WARRIORS

Ocean – *PSM24* – 8/10 – 3D beat 'em up  
Lacks the frantic appeal of *Soul Blade* but still packs a punch.



## ELIMINATOR

Psygnosis – *PSM43* – 5/10 – Future sports  
PlayStation-by-numbers with little innovation and less entertainment.

## EPIDEMIC

SCEE – *PSM20* – 8/10 – 3D shoot 'em up  
A number of clever touches lift this above the standard *Doom*-clone fare.

## EUROPEAN PGA GOLF

Infogrames – *PSM53* – 7/10 – Golf sim  
Lacks the looks and approachability of *Everybody's Golf*, but you can still have a good time.

## EVERYBODY'S GOLF

SCEE – *PSM34* – 9/10 – Arcade golf game  
Cute, well-packaged and highly desirable.

## EVIL ZONE

Titus – *PSM47* – 6/10 – Fighting game  
More responsive controls and tactical moves could have made it a winner.

## EXCALIBUR 2555AD

Telstar – *PSM18* – 7/10 – 3D adventure  
Tolerable adventure, but it has been completely overshadowed by *Tomb Raider*.

## EXHUMED

BMG – *PSM18* – 8/10 – 3D shoot 'em up  
Challenging, Egyptian-themed shooter with nice engine and good graphics.



## FADE TO BLACK

EA – *PSM8* – 8/10 – 3D adventure  
Atmospheric adventure yarn which suffers a few niggling eccentricities.

## FA MANAGER

Eidos – *PSM47* – 7/10 – Football management  
It's bad but brilliant at the same time. Basically a game strictly for real football fans.

## FA PREMIER LEAGUE FOOTBALL MANAGER 2000

EA – *PSM52* – 6/10 – Football management  
Looks modern but lacks depth and finesse.

## FA PREMIER LEAGUE STARS

EA – *PSM49* – 5/10 – Football sim  
The overall feeling here is one of mild disappointment.

## FIFA SOCCER '96

EA – *PSM2* – 7/10 – Football sim  
Impressive at the time, but now rather stodgy and average-looking.

## FIFA '97

EA – *PSM15* – 7/10 – Football sim  
Plays a decent, if rather fiddly, game of football but remains average.

## FIFA '98: ROAD TO WORLD CUP

EA – *PSM28* – 8/10 – Football sim  
Better than previous versions. Supreme playability and smart graphics make this a hit.

## FIFA '99

EA – *PSM40* – 9/10 – Football sim  
One of the most instinctive control systems to date.

## FIFA 2000

EA – *PSM53* – 7/10 – Football sim  
It's time *FIFA* evolved into a more balanced game, with fewer inconsistencies.

## FINAL DOOM

GTi – *PSM13* – 9/10 – 3D shoot 'em up  
So scary new levels and some visual improvements. As essential as *Doom*.

## FINAL FANTASY VII

SCEE – *PSM26* – 10/10 – RPG  
A new standard of excellence for the PlayStation.

## FINAL FANTASY VIII

SCEE – *PSM51* – 10/10 – RPG  
The most impressive installment so far.

## FISHERMAN'S BAIT: A BASS CHALLENGE

Konami – *PSM51* – 6/10 – Fishing sim  
It's fishing on the PlayStation. You'll either appreciate its novelty value or think it stinks.

## FLUID

SCEE – *PSM36* – 7/10 – Music creation  
Relaxing, post-club fare and otherworld experience, offering world peace and harmony.

## FORMULA 1

Psygnosis – *PSM11* – 9/10 – Racing sim  
A realistic and immensely-playable racer. Essential in its day.

## FORMULA 1 '97

Psygnosis – *PSM24* – 9/10 – Racing sim  
Superior in almost every regard to the 1996 original. A motorsport landmark.

## FORMULA 1 '98

Psygnosis – *PSM38* – 7/10 – Racing sim  
It's definitely no better than *F1 '97*. In fact it's not even any better than the original.

## FORMULA ONE '99

SCEE – *PSM52* – 8/10 – Racing sim  
Superb handling and looks good too – the series is back on track after last year's debacle.

## FORMULA KARTS: SPECIAL EDITION

Telstar – *PSM27* – 7/10 – 3D racer  
Great little racer. Works well as a sim and an arcade two-player experience.

## FORSAKEN

Acclaim – *PSM33* – 8/10 – 3D shoot 'em up  
Looks striking, is pleasurable to play, but is let down by the inadequate feel of your craft.

## FUTURE COP: LAPD

EA – *PSM38* – 8/10 – Shoot 'em up  
Surprisingly addictive. Single-player and two-player modes are excellent.



## GALAXIAN 3

SCEE – *PSM10* – 4/10 – FMV shoot 'em up  
Namco take one of their best titles and turn it into an FMV-fest. Why?

## G-DARIUS

THQ – *PSM37* – 7/10 – Shoot 'em up  
Some good solid gameplay, but repetition and over use of enemy firepower mar it somewhat.



## **GRAND THEFT AUTO**

BMG – *PSM28* – 8/10 – Criminal sim  
 Controversial, and its graphics are unimpressive but it's playable, addictive and original, nevertheless.

## **GRAND THEFT AUTO: LONDON 1969**

Take 2 – *PSM46* – 7/10 – Criminal sim  
 Does nothing new and has less content than the original, but most fans of GTA will like it.

## **GRAND THEFT AUTO 2**

Rockstar Games – *PSM52* – 9/10 – Criminal sim  
 So good it should be illegal. If you're old enough to buy it, you're old enough to enjoy it.

## **GRANSTREAM SAGA**

SCEE – *PSM43* – 6/10 – RPG  
 Intriguing but frustrating. Too much dialogue.

## **GUARDIAN'S CRUSADE**

Activision – *PSM46* – 5/10 – RPG  
 It's colourful, but there's nothing here to thrill the dedicated RPG fan, let alone the casual player.

## **GUNGAGE**

Konami – *PSM51* – 5/10 – Shoot 'em up  
 Faintly playable, though from another time.

## **GUNSHIP 2000**

Microprose – *PSM8* – 8/10 – Shoot 'em up  
 Immersive helicopter flight sim with engrossing, varied missions.



## **HARDCORE 4X4**

Gremlin – *PSM14* – 7/10 – Racing game  
 An original off-roader which suffers due to its tight, restrictive courses.

## **HARD EDGE**

Sunsoft – *PSM46* – 5/10 – 3D arcade/adventure  
 Has a good idea, then lots of bad ones. A wearying kiddie-graphics *Resi Evil*.

## **HEART OF DARKNESS**

Infogrames – *PSM34* – 7/10 – 2D adventure  
 Beautiful and cinematic, but with flawed gameplay.

## **HEBEREKE'S POPOITTO**

Marubeni Sanki Corp – *PSM6* – 6/10 – Puzzler  
 Japanese puzzler which fails to grab the attention.

## **HERC'S ADVENTURES**

Virgin – *PSM26* – 7/10 – RPG/platform puzzler  
 Entertaining introduction to the RPG, though essentially a platformer with puzzles.

## **HERCULES**

SCEE – *PSM25* – 6/10 – Platformer  
 A fun, but short-lived experience that will appeal to younger players.

## **HEXEN**

GTI – *PSM19* – 6/10 – 3D shoot 'em up  
 Sword and sorcery-inspired *Doom* shenanigans. Challenging but dated.

## **HI-OCTANE**

EA – *PSM3* – 6/10 – Racing game  
 Another futuristic racer which tries to match *WipEout* but lingers behind.



## **IMPACT RACING**

JVC – *PSM9* – 5/10 – Driving/shooting sim  
 Limited arcade racer which excites initially, but soon becomes tiresome.

## **INCREDIBLE HULK**

Eidos – *PSM16* – 4/10 – Action/adventure  
 Anger-inducing adventure/beat 'em up crossover. Bruce Banner should sue.

## **INDEPENDENCE DAY**

Fox – *PSM21* – 4/10 – Shoot 'em up  
 As tacky and inept as the film, and not even half as much fun. Pointless.

## **INTERNATIONAL TRACK & FIELD**

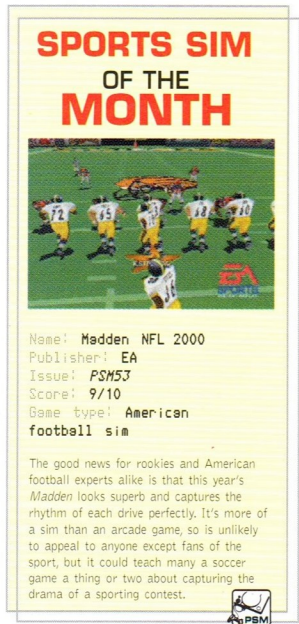
Konami – *PSM8* – 8/10 – Sports sim  
 Aching fingers aside, a bewilderingly addictive multiplayer sport frenzy.

## **IN THE HUNT**

THQ – *PSM7* – 5/10 – Shoot 'em up  
 Ye olde 2D shooter. Flawed and withered, but challenging for a while.

## **ISS DELUXE**

Konami – *PSM15* – 8/10 – Football sim  
 Dated graphics try to ruin a very playable game and thankfully fail.



## **ISS PRO**

Konami – *PSM19* – 9/10 – Football sim  
 Inconsistent yet immensely playable footy title. Still one of the finest available.

## **ISS PRO '98**

Konami – *PSM36* – 9/10 – Football sim  
 Virtually unrivalled in its field. The best.



## **JADE COCOON**

Crave – *PSM53* – 6/10 – RPG  
 Creaks along at a grandad's pace, but is addictive all the same.

## **JEREMY MCGRATH SUPER CROSS**

Acclaim – *PSM35* – 6/10 – Motocross game  
 Let down by sub-arcade controls – otherwise this could have been a big hit.

## **JERSEY DEVIL**

Ocean – *PSM27* – 8/10 – Platformer  
 Nothing new, but huge, colourful and moreish.

## **JET RIDER 2**

SCE – *PSM30* – 8/10 – Racing game  
 Great bikes and physics, lots of imagination, but the course design doesn't match its ambition.

## **JOHNNY BAZOOKATONE**

US Gold – *PSM4* – 6/10 – Platformer  
 Patience-baiting platform title with just enough charm to keep you playing.

## **JONAH LOMU RUGBY**

Codemasters – *PSM19* – 8/10 – Rugby sim  
 Not as solid as the man himself, but challenging if you persevere.

## **JUDGE DREDD**

Gremlin – *PSM27* – 4/10 – Light gun game  
 Very enjoyable, but still a bit disappointing.

## **JUMPING FLASH**

SCEE – *PSM1* – 8/10 – Platformer  
 Original stab at the platform genre which impresses while it lasts.

## **JUMPING FLASH 2**

SCEE – *PSM12* – 8/10 – Platformer  
 Similar to the original, but with even better 3D visuals. Still a bit too easy, though.

## **JUPITER STRIKE**

SCEE – *PSM5* – 5/10 – 3D shoot 'em up  
 A straightforward space blaster with few surprises.



## **K1 THE ARENA FIGHTERS**

THQ – *PSM20* – 4/10 – Kickboxing sim  
 Frustrating and awkward controls make this a particularly weak beat 'em up contender.

## **KENSEI: SACRED FIST**

Konami – *PSM41* – 9/10 – Beat 'em up  
*Tekken 3* is safe, but this comes a close second. Loads of detail and depth.

## **KING'S FIELD**

SCEE – *PSM19* – 8/10 – RPG  
 Horrible to look at, but an absorbing RPG. Plenty to keep you playing.

## **KINGSLEY'S ADVENTURE**

SCEE – *PSM51* – 6/10 – Platformer  
 A well-designed and charming adventure, but of limited appeal to hardcore gamers.

## **KKND: KROSSFIRE**

Infogrames – *PSM45* – 6/10 – Strategy/war game  
 A half-hearted strategy game that wanders into radioactive storms and never comes out.

## **KLONOA: DOOR TO PHANTOMILE**

SCEE – *PSM32* – 7/10 – Platformer  
 Entertaining story and cutesy cutaways, but old-timers will whiz through it.

## **KNOCKOUT KINGS '99**

EA – *PSM41* – 8/10 – Boxing sim  
 The most authentic and accurate boxing game available on the PlayStation.

## **KONAMI OPEN GOLF**

Konami – *PSM22* – 5/10 – Golf sim  
 The lack of polish, innovation or fun does not help this decidedly average title.

## **KRAZY IVAN**

Psygnosis – *PSM3* – 7/10 – 3D shoot 'em up  
 As slick as an arm, oil slick – but it sticks around for far less time.

## **KULA WORLD**

SCEE – *PSM34* – 8/10 – Puzzle game  
 Excellently crafted and original. Can be frustrating – but then that's the point.

## **KURUSHI**

SCEE – *PSM24* – 8/10 – Puzzle game  
 Enthralling mental workout, let down only by a poor two-player option.

## **KURUSHI FINAL**

SCEE – *PSM49* – 9/10 – Puzzle game  
 If you rate gameplay over aesthetics, this is an essential purchase.



## **LEGEND**

FunSoft – *PSM40* – 6/10 – Chop 'em up  
 Seasoned gamers may find it limiting, but its purity has a certain beauty.

## **LEGEND OF KARTIA**

Konami – *PSM47* – 6/10 – Fantasy RPG  
 Once you've waded through the background essentials there's a great deal of depth here.

## **LEGO RACERS**

Lego Media – *PSM52* – 6/10 – Kart racer  
 Building the car is as much fun as the racing.

## **LEMMINGS 3D**

SCEE – *PSM1* – 8/10 – Puzzle game  
 The classic DMA puzzle game given a 3D facelift for the 32-bit generation.

## **LEMMINGS COMPILATION**

Psygnosis – *PSM39* – 7/10 – Puzzle game  
 A classic that retains its charm. If you get hooked, you'll just keep playing.

## **LIBEROGRANDE**

SCEE – *PSM40* – 7/10 – Football sim  
 Selfless sacrifice. *The* choice for the purer of football purists.

## **LIFE FORCE TENKA**

Psygnosis – *PSM18* – 6/10 – 3D shoot 'em up  
 Monotonous gameplay, incoherent design. A bit dull, in other words.

## **LITTLE BIG ADVENTURE**

EA – *PSM19* – 6/10 – Arcade adventure  
 Typically-weird Gallic goings-on. Visually charming, but deeply flawed.

## **LIVE WIRE**

GTI – *PSM7* – 7/10 – Puzzle game  
 Too many extra features, but fun nonetheless.

## **LMA MANAGER**

Codemasters – *PSM51* – 9/10 – Footy management  
 Without doubt, the best football management sim on the park. Nothing else can rival it.

## **LOADED**

Gremlin – *PSM2* – 7/10 – Shoot 'em up  
 Marvellous lighting effects and frantic action, but it soon gets repetitive.

## **LOST VIKINGS 2**

Gremlin – *PSM19* – 7/10 – Platformer  
 Old-fashioned, multi-character puzzler. Still playable after all these years.

## **LOST WORLD**

EA – *PSM24* – 3/10 – Platformer  
 Looks lovely, but the strange controls and poor level design annoy.

## **LUCKY LUKE**

Infogrames – *PSM33* – 6/10 – Platformer  
 Fun children's title. Plenty to look at and levels are interesting – not much for older folk, though.



## **MACHINE HUNTER**

Eidos – *PSM22* – 7/10 – Shoot 'em up  
 Inviting *Gauntlet* clone which breaks little new ground, but is fun anyway.

## **MADDEN '97**

EA – *PSM11* – 8/10 – American football sim  
 The first title in the PlayStation *Madden* series and a great sim in its own right.

## **MADDEN '98**

EA – *PSM26* – 8/10 – American football sim  
 At the time, the best American football game you'd find – despite the graphics.

## **MADDEN NFL '99**

EA – *PSM38* – 8/10 – American football sim  
 Update of the only American football game guaranteed to appeal to anyone.

## **MADDEN NFL 2000**

EA – *PSM53* – 9/10 – American football sim  
 Not just the best American football game, but one of the best sports sim too.

## **MAGIC CARPET**

EA – *PSM5* – 8/10 – Adventure  
 Bullfrog's typical originality and flare triumph again. An absorbing treat.

## **MARVEL SUPER HEROES**

Virgin – *PSM28* – 8/10 – 2D beat 'em up  
 2D beat 'em ups live! At last, a decent comic title for the PlayStation.

## **MARVEL SUPER HEROES VS STREET FIGHTER**

Virgin – *PSM46* – 5/10 – 2D beat 'em up  
 Playability, variety and strategy have all been sacrificed on the altar of superhero worship.

## **MAX POWER RACING**

Infogrames – *PSM42* – 7/10 – Racing game  
 It feels unfinished and slightly slapdash.

## **MDK**

Interplay – *PSM27* – 8/10 – Third-person blaster  
 Intelligent and fun blaster, with just the occasional graphical frailty.

## **MECHWARRIOR 2**

Activision – *PSM18* – 9/10 – Mech strategy  
 Gripping PC conversion which ups the action ante with great effect.

## **MEDIEVIL**

SCEE – *PSM38* – 7/10 – 3D adventure  
 Plenty to enjoy, but you'll get frustrated at times.

## **MEGAMAN LEGENDS**

Virgin – *PSM43* – 7/10 – Action/RPG  
 Combines 3D action, role-playing and laffs.

## **MEGAMAN X4**

Virgin – *PSM43* – 7/10 – 2D shoot 'em up  
 Likely to provide more challenges than most platform-based shooters.

## **MEN IN BLACK**

Gremlin – *PSM35* – 4/10 – 3D adventure  
 Dull, drab, slow and frustrating. Avoid it.

## **METAL GEAR SOLID**

Konami – *PSM42* – 10/10 – Sneak 'em up  
 Unputdownable while it lasts and unforgettable when it's finished. The best game ever made.

## **METAL GEAR SOLID SPECIAL MISSIONS**

Konami – *PSM51* – 8/10 – Sneak 'em up  
 Lacking in originality, but if you're after more stealth you won't be disappointed.

## **MICHAEL OWEN'S WLS '99**

Eidos – *PSM41* – 8/10 – Football sim  
 Intricate controls are marred by complex button combos, but do persevere.

## **MICKEY'S WILD ADVENTURE**

SCEE – *PSM3* – 7/10 – Platformer  
 Not particularly wild or indeed adventurous, but fun nevertheless.

## **MICRO MACHINES V3**

Codemasters – *PSM18* – 9/10 – Racing game  
 Cute, addictive racing action with lasting appeal.

## **MIGHTY HITS SPECIAL**

JVC – *PSM53* – 6/10 – Lightgun game  
 Not reason enough to buy a lightgun, but if you already have one it's worth a look.

## **MISSION: IMPOSSIBLE**

Infogrames – *PSM52* – 6/10 – Adventure  
 The overall effect is of a rushed game with unforgivable inconsistencies.

## **MK TRILOGY**

GTI – *PSM13* – 7/10 – Beat 'em up  
 Fun fistcuffs, bullied out of the playground by the likes of *Tekken*.

## **MONACO GRAND PRIX**



## NAMCO MUSEUM VOLUME 5

SCEE – *PSM26* – 4/10 – Retro compilation  
Weaker than the previous offerings, but plenty of background detail for obsessives.

## NANOTEK WARRIOR

Virgin – *PSM19* – 5/10 – Shoot ‘em up  
A little variation and a few more levels wouldn't have gone amiss.

## NASCAR RACING

EA – *PSM14* – 4/10 – Racing game  
Crusty driving sim which seriously fails to convince.

## NASCAR '99

EA – *PSM39* – 5/10 – Racing game  
Tedious course design and just plain dull.

## NBA HANGTIME

GTi – *PSM29* – 5/10 – Basketball sim  
Competent enough, but so are all the rest. We demand better.

## NBA IN THE ZONE

Konami – *PSM4* – 6/10 – Basketball sim  
Moderately-playable dribble ‘em up. Looks OK, but *Total NBA* flattens it.

## NBA: IN THE ZONE 2

Konami – *PSM16* – 8/10 – Basketball sim  
A clear improvement over the original in terms of graphics, gameplay and realism.

## NBA IN THE ZONE '99

Konami – *PSM47* – 5/10 – Basketball sim  
With *In The Zone 2000* on the way this will probably have a very short shelf life.

## NBA JAM EXTREME

Acclaim – *PSM14* – 7/10 – Basketball sim  
Similar to the *Tournament Edition* in all but the smart new 3D visuals.

## NBA JAM TOURNAMENT EDITION

Acclaim – *PSM1* – 8/10 – Basketball sim  
This is a dodgy-looking but fast and playable coin-op hoop shooter.

## NBA LIVE '96

EA – *PSM6* – 7/10 – Basketball sim  
A moderately-competent sim mixing realism with arcade acrobatics.

## NBA LIVE '97

EA – *PSM15* – 7/10 – Basketball sim  
A convincing sim but it ventures too far into management territory.

## NBA LIVE '98

EA – *PSM28* – 8/10 – Basketball sim  
Another year, another swanky EA update. Try turning it off – you can't.

## NBA LIVE '99

EA – *PSM41* – 8/10 – Basketball sim  
The best basketball sim yet.

## NBA PRO '98

Konami – *PSM31* – 7/10 – Basketball sim  
Finely-balanced sim that'll provide hours of slam-dunking fun.

## NEED FOR SPEED

EA – *PSM5* – 8/10 – Racing game  
Rough-around-the-edges racer with an undeniably high fun factor.

## NEED FOR SPEED 2

EA – *PSM20* – 5/10 – Racing game  
Includes all the faults of the first title, but removes the fun element.

## NEED FOR SPEED 3: HOT PURSUIT

EA – *PSM33* – 7/10 – Racing game  
Great if you love car chases, with the added bonus of an excellent two-player mode.

## NEED FOR SPEED ROAD CHALLENGE

EA – *PSM46* – 8/10 – Racing game  
Eminently playable, even if doesn't have the power to compete with *Ridge 4*.

## NEWMAN HAAS RACING

Psygnosis – *PSM31* – 8/10 – Racing sim  
A brilliant indie car adaptation of Psygnosis' successful *F1* engine.

## NFL BLITZ

GTi – *PSM40* – 8/10 – American football sim  
One of the most addictive, playable and fun sports games to appear in a long time.

## NFL GAMEDAY

SCEE – *PSM6* – 7/10 – American football sim  
The first American football game to appear on PlayStation. Good fun, too.

## NFL QUARTERBACK CLUB '97

Acclaim – *PSM16* – 8/10 – American football sim  
A smart interpretation of American football that tries nothing new.

## NFL XTREME

SCEE – *PSM39* – 6/10 – American football sim  
Fun for both one-player and two-players, but not quite extreme enough for our liking.

## NHL '97

EA – *PSM13* – 8/10 – Ice hockey sim  
A playable and visually-superb hockey sim from EA, the masters of the sport.

## NHL '98

EA – *PSM26* – 9/10 – Ice hockey sim  
Fantastic graphics, gameplay and sound.

## NHL '99

EA – *PSM39* – 8/10 – Ice hockey sim  
Strikingly familiar, but still the king of the sticks. More violent and clever than its predecessors.

## NHL CHAMPIONSHIP 2000

Activision – *PSM53* – 8/10 – Ice hockey sim  
The smooth and fast-paced action leaves you feeling battered and bruised, but it's so worthwhile.

## NHL FACE OFF '97

SCEE – *PSM18* – 6/10 – Ice hockey sim  
Not much better than the first title, which means it looks a touch dated.

## NHL FACE OFF '99

SCEE – *PSM45* – 8/10 – Ice hockey sim  
Displaying depth and finesse, this is a puck-whacking marvel of a game.

## NHL POWERPLAY HOCKEY '96

Virgin – *PSM20* – 7/10 – Ice hockey sim  
A sprinkling of faults spoil this otherwise sturdy and playable effort.

## NINJA: SHADOW OF DARKNESS

Eidos – *PSM37* – 6/10 – 3D fighting adventure  
Competent but stodgy, and feels rather rushed. Experienced gamers will soon tire of it.

## NO FEAR MOUNTAIN BIKING

Codemasters – *PSM53* – 6/10 – Biking sim  
Inevitably, one for fans of the sport itself.

## NUCLEAR STRIKE

Virgin – *PSM24* – 7/10 – Strategy shooter  
An intriguing and varied copter sim, blemished by a few key faults.

## N20

Gremlin – *PSM35* – 7/10 – Shoot ‘em up  
unadventurous, uninspiring, but oddly entertaining.



## ODDWORLD: ABE'S EXODDUS

GTi – *PSM39* – 8/10 – Platformer  
A beautifully put together and enchanting game, but a bit too close to its predecessor.

## ODDWORLD: ABE'S ODDYSEE

GTi – *PSM24* – 9/10 – Platformer  
Lovely to look at and chock-a-block with great ideas. A joy to play.

## O.D.T.

Psygnosis – *PSM40* – 8/10 – 3D adventure  
A decent game that despite its refreshingly different plot, isn't very user friendly.

## OFF WORLD INTERCEPTOR EXTREME

BMG – *PSM4* – 5/10 – Driving game  
Tries to combine the shoot ‘em up and the racer and fluffs both.

## OLYMPIC GAMES

US Gold – *PSM9* – 5/10 – Sports sim  
Stumbles ineptly over the finishing line way behind *International Track & Field*.

## OLYMPIC SOCCER

US Gold – *PSM8* – 7/10 – Football sim  
A realistic but accessible attempt at the footy genre. Plenty of depth.

## OMEGA BOOST

SCEE – *PSM47* – 7/10 – Mech shoot ‘em up  
It will beguile you with its pretty exterior before bewildering you with its old-school play.

## ONE

ASC – *PSM30* – 6/10 – 3D shoot ‘em up  
Frantic, thrilling, gorgeous, thought-provoking, but too damn small.

## OVERBLOOD

EA – *PSM21* – 6/10 – 3D adventure  
An atmospheric opening gives way to an uninspiring adventure.

## OVERBOARD!

Psygnosis – *PSM26* – 8/10 – Strategy game  
A duff save system, but this is a prime piece of monkishness nevertheless.



## PAC-MAN WORLD

SCEE – *PSM53* – 7/10 – Platformer  
*Pac-Man* has been reinterpreted for the millennium and the result is a decent retro platformer.

## PANDEMONIUM

BMG – *PSM14* – 9/10 – Platformer  
Gorgeous-looking cutesy platform romp. A classic.

## PANDEMONIUM 2

BMG – *PSM27* – 8/10 – Platformer  
The smooth and fast-paced action leaves you, but still one hell of a gas.

## PANZER GENERAL

Mindscape – *PSM4* – 8/10 – Strategy war game  
The shoddy graphics may put some people off this highly-playable title.

## PARAPPA THE RAPPER

SCEE – *PSM23* – 8/10 – Rap ‘em up  
Undoubtedly one of the most original computer games ever.

## PENNY RACERS

SCEE – *PSM14* – 5/10 – Racing game  
Cutesy racer which lacks that elusive driving feel.

## PET IN TV

SCEE – *PSM38* – 5/10 – Tamagotchi game  
Too tedious for kids, too unrewarding for adults.

## PGA TOUR '96

EA – *PSM2* – 8/10 – Golf sim  
A well-produced and addictive golfing experience.

## PGA TOUR '97

EA – *PSM12* – 7/10 – Golf sim  
Offers more of the same, but is still a top-of-the-range golf game.

## PGA TOUR GOLF '98

EA – *PSM28* – 7/10 – Golf sim  
Well worth a look if you don't have any of the others in the series – not worth upgrading, though.

## PHAT AIR EXTREME SNOWBOARDING

Funsoft – *PSM36* – 5/10 – Snowboarding sim  
A jerky and disjointed control system provides little game satisfaction.

## PHILOSOMA

SCEE – *PSM4* – 5/10 – Shoot ‘em up  
A jack of all shoot ‘em ups which proves a master of none.

## PITBALL

Time Warner – *PSM13* – 7/10 – Sports sim  
Difficult to get into at first but becomes fun for those who persevere.

## PITFALL 3D: BEYOND THE JUNGLE

Activision – *PSM32* – 7/10 – 3D platformer  
A good, solid platformer that makes admirable use of the third dimension.

## RPG OF THE MONTH

Name: Jade Cocoon  
Publisher: Crave  
Issue: *PSM53*  
Score: 6/10  
Game type: RPG

*Jade Cocoon* carries a strong whiff of *Final Fantasy VII*, with a pinch of *Zelda* and a splash of extra-strength *Pokemon*. But despite its lack of originality it's a commendable mix of old fashioned RPG staples with *Dr Moreau*-style animal experimentation. And there's an addictive element that encourages you to play on – just to see what a Level Eight monster looks like, you understand.

## PLANE CRAZY

Project 2 – *PSM48* – 2/10 – Flying/racing game  
Who wants to expend loads of effort trying to master the tricky controls for so little reward?

## PLAYER MANAGER

Funsoft – *PSM14* – 2/10 – Football management  
The first footy management game, but it deserves to be relegated.

## PLAYER MANAGER SEASON 98-99

Infogrames – *PSM42* – 8/10 – Football management  
Thoroughly enjoyable game that'll please stat fans and George Graham wannabes everywhere.

## POCKET FIGHTER

Virgin – *PSM38* – 8/10 – 2D beat ‘em up  
Proof that 2D beat ‘em ups are a worthy alternative to polygonal pugilism.

## POINT BLANK

SCEE – *PSM32* – 7/10 – Shooting game  
Not as technically impressive as *Time Crisis*, but provides the same compulsive gameplay.

## POINT BLANK 2

SCEE – *PSM50* – 8/10 – Shooting game  
*Point Blank* remains an entirely unique title and the primary reason to own a lightgun.

## POOL HUSTLER

Sunsoft – *PSM42* – 6/10 – Pool sim  
Ultimately lacks the variety and diversity of options necessary for out-and-out fun.

## POOL SHARK

Gremlin – *PSM40* – 8/10 – Pool sim  
Successfully manufactures angle, pace, position and tactics. (S)ip on.

## POP 'N' POP

JVC – *PSM53* – 8/10 – Puzzle game  
While it won't corrupt your mind it will give you sleepless nights aplenty.

## POPULOUS: THE BEGINNING

EA – *PSM44* – 8/10 – Strategy game  
While it lacks the immediate fun of *C&C* it will soon lure you in.

## PORSCHÉ CHALLENGE

SCEE – *PSM19* – 8/10 – Racing game  
Combines the exhilaration of an arcade jaunt with the realism of a sim.

## POWERBOAT RACING

Interplay – *PSM34* – 5/10 – Racing sim  
Tricky to start playing with jerky graphics – a disappointing game.

## POWER MOVE PRO WRESTLING

Activision – *PSM14* – 4/10 – Wrestling sim  
A poor attempt at realistic 3D wrestling. Lacks thrills and depth.

## POWER SERVE TENNIS

Ocean – *PSM2* – 3/10 – Tennis sim  
Wouldn't be much worse if Cliff Richard sang between games.

## POY POY

Konami – *PSM31* – 7/10 – Puzzle game  
Solo mode lacks spirit, but play it with friends and it won't disappoint.

## POY POY 2

Konami – *PSM42* – 7/10 – Puzzle game  
As an update it's disappointing, but still very good multiplayer fun.

## PREMIER MANAGER '98

Gremlin – *PSM33* – 7/10 – Football management  
A missed opportunity. The PlayStation is still waiting for a great football management sim.

## PREMIER MANAGER '99

Gremlin – *PSM43* – 7/10 – Football management  
Fine for purists, but nothing new to offer above last year's effort.

## PRO 18 WORLD TOUR GOLF

Psygnosis – *PSM46* – 8/10 – Golf sim  
If you're looking for a good serious golf sim, you've found it.

## PRO PINBALL: BIG RACE USA

Empire – *PSM43* – 3/10 – Pinball sim  
Great graphics, but pointless and redundant.

## PRO PINBALL: THE WEB

Empire – *PSM9* – 7/10 – Pinball sim  
Only offers one table, but sure plays a mean pinball (ahem).

## PRO PINBALL: TIMESHOCK

Empire – *PSM30* – 7/10 – Pinball sim  
Best pinball sim to date, if slightly too familiar and far too expensive.

## PROJECT OVERKILL

Konami – *PSM12* – 7/10 – Shoot ‘em up  
Sci-fi blast-em-all-over-the-shop title with guns and gore aplenty.

## PROJECT X2

Ocean – *PSM15* – 7/10 – Shoot ‘em up  
Self-consciously old skool 2D blaster. Still good for pent-up aggression.

## PSYBADEK

Psygnosis – *PSM40* – 4/10 – Hoverboard game  
Tries to be the next hip hit and fails terribly.

## PSYCHIC DETECTIVE

EA – *PSM6* – 5/10 – Adventure  
Interactive movie with the emphasis firmly on movie. Fun for a while.

## PSYCHIC FORCE

Acclaim – *PSM20* – 7/10 – Beat ‘em up  
Standard stuff – apart from a truly bizarre floaty combat system, that is.

## PUCHI CARAT

PBH Systems – *PSM51* – 7/10 – Puzzleler  
Provides a fresh slant on the Taito puzzle-legend that is the *Bust A Move* series.

## PUMA STREET SOCCER

Infogrames – *PSM46* – 3/10 – Football sim  
You're far better off playing table football down the pub. By yourself.



## QUAKE II

Activision – *PSM51* – 10/10 – Shoot ‘em up  
Bow before the undisputed God of first-person shoot ‘em ups.



## RAGE RACER

SCEE – *PSM21* – 9/10 – Arcade racer  
Fabulous arcade racer with perfectly-tuned gameplay and slick visuals.

## RAGING KIDS

Warner – *PSM10* – 6/10 – Combat flight sim  
Graphically impressive at the time, but lacking in innovative touches.

## RAIDEN

Ocean – *PSM2* – 7/10 – Shoot ‘em up  
Semiinal arcade blast brought home with accuracy. Dated, yes, but fun.

## RAINBOW SIX

Red Storm – *PSM52* – 5/10 – Action/adventure  
Could have been a contender, but it's not. Several key flaws render it overwhelmingly average.

## RALLY CROSS

SCEE – *PSM21* – 7/10 – Racing game  
Immensely frustrating at first, but does offer a considerable challenge.

## RALLY CROSS 2

SCEE – *PSM44* – 6/10 – Racing game  
This enthusiastic racing game is essentially lighting light and lacking in depth.

## RAMPAGE WORLD TOUR

GTi – *PSM29* –



## ► REBOOT: COUNTDOWN TO CHAOS

EA – *PSM32* – 7/10 – 3D shoot 'em up  
Atmospheric scenario and interesting control system lend weight, but we've seen it all before.

## RELOADED

Gremlin – *PSM15* – 7/10 – Shoot 'em up  
Mindless fun for a time, but the new puzzles fail to puzzle for long.

## ★ RESIDENT EVIL

Virgin – *PSM8* – 9/10 – 3D adventure  
Chilling, blood-drenched action mixed with fiendish puzzles. A horror legend.

## ★ RESIDENT EVIL 2

Virgin – *PSM31* – 9/10 – 3D adventure  
A classic game that's every bit the equal of its illustrious predecessor. Not long, but great.

## RESIDENT EVIL: DIRECTOR'S CUT

Virgin – *PSM28* – 8/10 – 3D adventure  
A jazzed-up re-release that's only worth buying if you don't have the original.

## RETRO FORCE

Psygnosis – *PSM44* – 5/10 – Arcade war game  
Nostalgia gets the better of it and plunges it back to 1996. The careless man's impulse buy.

## RETURN FIRE

Time Warner – *PSM10* – 7/10 – Arcade war game  
Brilliant two-player, head-to-head blast, with a touch of tactical depth.

## ★ RIDGE RACER

SCEE – *PSM1* – 9/10 – Racing game  
It was the quintessential PlayStation racer in its day. Still not bad for £20.

## RIDGE RACER REVOLUTION

SCEE – *PSM6* – 8/10 – Racing game  
Improves the visuals a little, adds a couple of new features, and that's about it.

## ★ RIDGE RACER TYPE 4

SCEE – *PSM45* – 9/10 – Racing game  
If you're turned off by engines you'll find your need for speed sated here.

## RIOT

Psygnosis – *PSM15* – 7/10 – Future sports  
Futuristic basketball derivative. More of a scuffle than a riot.

## RISK

Hasbro – *PSM28* – 6/10 – Board game  
A game saved by its Ultimate Risk option, but not worth the asking price.

## RIVAL SCHOOLS

Virgin – *PSM40* – 8/10 – Beat 'em up  
Perfectly-balanced gameplay with an excellent two-player mode.

## ROAD RASH

EA – *PSM3* – 6/10 – Motorbiking game  
Formulaic racer that sounds like a medical complaint, but is less fun to get hold of.

## ROAD RASH 3D

EA – *PSM34* – 7/10 – Motorbiking game  
Above-average arcade racer. A matter of taste.

## ROADSTERS

Titus – *PSM53* – 5/10 – Racing game  
Some entertainment to be had, but a thoroughly average game.

## ROCK AND ROLL RACING 2

Interplay – *PSM36* – 4/10 – Futuristic racing  
Insipid, hollow, soulless fare. Brain-implodingly frustrating. Horrid.

## ROBO PIT

THQ – *PSM13* – 4/10 – Beat 'em up  
An interesting build-your-own-fighter idea that's ruined by dull gameplay.

## ROBOTRON X

GTI – *PSM13* – 6/10 – Shoot 'em up  
Provides 20 minutes of action-packed fun before getting boring.

## ROGUE TRIP

GTI – *PSM39* – 6/10 – Driving game  
The predictable gameplay is further let down by the handling of the vehicles.

## ★ ROLLCAGE

Psygnosis – *PSM43* – 9/10 – Future racing game  
Erratic handling may alienate racing purists, but play it on two-player and you'll soon get hooked.

## ROSCO MCQUEEN

SCEE – *PSM27* – 7/10 – Platformer  
Won't make your jaw drop, but it oozes playability.

## R-TYPE DELTA

SCEE – *PSM45* – 8/10 – Shoot 'em up  
An updated, uprated 2D shooter which doesn't do a lot that previous versions haven't. But it's fun.

## R-TYPES

Virgin – *PSM37* – 8/10 – Shoot 'em up  
Flaming great. If you know who Jason King is you'll think this is fab.

## RUGRATS

THQ – *PSM44* – 4/10 – Platformer/adventure  
A disappointing re-working of occasionally effective TV. Only for those of a single-figure age.

## RUNNING WILD

SCEE – *PSM44* – 5/10 – Racing game  
A walnut-brained novelty racer. This is far too lightweight to deserve your cash.



## SAMPRAS EXTREME TENNIS

Codemasters – *PSM9* – 7/10 – Tennis sim  
A good-but-not-brilliant tennis sim which lacks the oomph of a true classic.

## SAN FRANCISCO RUSH

GTI – *PSM37* – 4/10 – Driving game  
Forget this. Buy a decent racer instead.

## S.C.A.R.S.

Ubi Soft – *PSM36* – 8/10 – Racing game  
A great racing game that will give *Circuit Breakers* a run for its money.

## SENTIENT

Psygnosis – *PSM18* – 7/10 – 3D adventure  
A fascinating, in-depth experience marred only by the frustrating control system.

## SENTINEL RETURNS

Psygnosis – *PSM36* – 5/10 – Good question  
A sadly flawed version of one of the few truly original titles from olden times.

## SHADOW GUNNER

Ubi Soft – *PSM41* – 6/10 – Mech shoot 'em up  
Not quite as good as *MechWarrior 2* – competent, but uninspired.

## SHADOWMAN

Acclaim – *PSM51* – 8/10 – 3D adventure  
Rises above the typical 3D adventure basics and boasts a challenging psycho-quest.

## SHADOW MASTER

Psygnosis – *PSM29* – 5/10 – Shoot 'em up  
If *Doom*'s not pretty enough for you, maybe you'll prefer this balls-out blast fest. Then again...

## SHANGHAI TRUE VALOR

Sunsoft – *PSM42* – 6/10 – Oriental puzzler  
Solid, nicely varied version of a classic game.

## SHELLSHOCK

Core – *PSM5* – 7/10 – Shoot 'em up  
It's tanks, big guns and mindless destruction ahoj in this Core blaster.

## SHOCK WAVE ASSAULT

EA – *PSM3* – 5/10 – 3D shooter  
Easy-to-get-the-hang-of blaster which proves too simple to truly impress.

## ★ SILENT HILL

Konami – *PSM48* – 10/10 – Survival horror  
A stunning, genre-defining adventure. This is a landmark game.

## SIM CITY 2000

Maxis – *PSM11* – 7/10 – Strategy game  
Poor looks and addictive gameplay clash in this build-a-town classic.

## SKULL MONKEYS

EA – *PSM30* – 7/10 – 2D platformer  
Polished and playable, but ultimately repetitive.

## SLAM 'N' JAM '96

BMG – *PSM9* – 5/10 – Basketball sim  
Offers an alright-ish one-player mode, but is overshadowed by finer titles.

## SLAMSCAPE

MTV – *PSM18* – 6/10 – Shoot 'em up  
Flat, barren, uninspiring blaster which thinks it's original. But it isn't.

## SLED STORM

EA – *PSM51* – 8/10 – Snowmobile game  
A cheeky cocktail of jumps, short-cuts and tricks – with ice. Unpretentious and highly playable.

## SMALL SOLDIERS

EA – *PSM40* – 5/10 – Platformer  
Nothing to do with the film and an extremely limp game in its own right.

## SMASH COURT TENNIS

SCEE – *PSM14* – 6/10 – Tennis sim  
Colourful and quaint, but too slow and fiddly for the next-gen gamer.

## SNOW RACER

Ocean – *PSM32* – 8/10 – Winter sports sim  
Combines the merits of skiing and snowboarding to great effect.

## SOCCER '97

Eidos – *PSM20* – 6/10 – Football sim  
Rollicking end-to-end action slightly compromised by poor visuals.

## SOUL BLADE

SCEE – *PSM19* – 8/10 – 3D beat 'em up  
Great weapon-based fighter which slaps the ruddy face of Toshinden.

## ★ SOUL REAVER: LEGACY OF KAIN

Eidos – *PSM43* – 9/10 – 3D action/adventure  
New gameplay tricks and an amazing structure make it a close second to *Tomb Raider*.

## SOVIET STRIKE

EA – *PSM13* – 7/10 – Combat flight sim  
It's short and unoriginal but offers an addictive blast while it lasts.

## SPACE HULK

EA – *PSM9* – 8/10 – 3D action/adventure  
Atmospheric sci-fi jaunt that requires strategic thought as well as shooting.

## SPAWN: THE ETERNAL

Psygnosis – *PSM19* – 4/10 – Adventure/beat 'em up  
A disappointment. Lacks engaging and absorbing gameplay or visuals.

## ★ SPEED FREAKS

SCEE – *PSM49* – 9/10 – Kart racer  
The concentration on gameplay is refreshing – offers all you could want from a cutesy racer.

## SPEEDSTER

Psygnosis – *PSM19* – 5/10 – Driving game  
Refreshingly different, but lacks the necessary speed and drive.

## SPICE WORLD

SCEE – *PSM35* – 4/10 – Spice 'em up  
Rushed-out non-game. Only for dedicated Spice Girl's fans.

## SPIDER

BMG – *PSM20* – 5/10 – Platformer  
A novel lead character and brilliant controls mask a samey platformer.

## SPORTS CAR GT

EA – *PSM46* – 2/10 – Racing game  
A dreary, innately unappealing racing game. Kill it! Kill it!

## SPYRO THE DRAGON

SCEE – *PSM39* – 8/10 – Platformer  
Charming and superbly polished but spoiled by a lack of challenge early on.

## ★ SPYRO 2: GATEWAY TO GLIMMER

SCEE – *PSM52* – 10/10 – Platformer  
As brilliantly balanced as it is sweetly pretty and as close as you're going to get to perfect.

## STAR GLADIATOR

Virgin – *PSM14* – 8/10 – 3D beat 'em up  
Typically accessible yet tactically diverse Capcom beat 'em up.

## ★ STAR WARS EPISODE 1: THE PHANTOM MENACE

Activation – *PSM46* – 9/10 – Action/adventure  
The Force is strong in this one. A highly successful crossbreed of genres.

## STAR WARS: MASTERS OF TERÄS KÄSI

Virgin – *PSM32* – 6/10 – Beat 'em up  
A beat 'em up sheep in *Star Wars* clothing. Enjoyable but not perfect.

## STARBLADE ALPHA

SCEE – *PSM2* – 5/10 – Shoot 'em up  
A pleasant-looking, but samey, space blaster. Lacks long-term appeal.

## STARFIGHTER 3000

Telstar – *PSM9* – 5/10 – Space combat  
The tough flight model and mediocre graphics hinder an adequate game.

## STEEL HARBINGER

Mindscape – *PSM13* – 6/10 – Shoot 'em up  
Mildly entertaining shoot 'em up masquerading as a strategy game.

## STEEL REIGN

SCEE – *PSM29* – 5/10 – Tank shoot 'em up  
Outstandingly average. Harmless and inoffensive, but not much fun either.

## STREAK

GTI – *PSM40* – 6/10 – Future sports  
Spoilt by a twitchy and awkward control system and a lack of finish.



## STREET FIGHTER ALPHA

Virgin – *PSM5* – 8/10 – 2D beat 'em up  
Proof that there's still a place for 2D tussling.

## STREET FIGHTER ALPHA 2

Virgin – *PSM13* – 8/10 – 2D beat 'em up  
More proof that there's a place for 2D tussling on the PlayStation.

## ★ STREET FIGHTER ALPHA 3

Virgin – *PSM44* – 9/10 – 2D beat 'em up  
If you think gameplay is more important than texture-mapped polygons, consider this a 10.

## STREET FIGHTER COLLECTION

Virgin – *PSM30* – 8/10 – Beat 'em up  
Despite being a bit of a missed opportunity, this is a little slice of gaming history.

## STREET FIGHTER COLLECTION 2

Virgin – *PSM45* – 7/10 – Beat 'em up  
There is little that's new here. If you love *Street Fighter* games, add two.

## ★ STREET FIGHTER EX PLUS ALPHA

Virgin – *PSM25* – 9/10 – 3D beat 'em up  
If you were a fan of *SF2*, this will seem like a second honeymoon.

## STREET FIGHTER: THE MOVIE

Virgin – *PSM1* – 6/10 – Beat 'em up  
Easily the worst title in the otherwise prestigious *Street Fighter* series.

## STREET RACER

Ubi Soft – *PSM13* – 7/10 – Racing game  
Polished cartoon graphics and good, honest gameplay mark this racer.

## STREET SKATER

EA – *PSM44* – 8/10 – Skateboarding sim  
A solid unashamedly-arcade effort.

## STRIKEPOINT: THE HEX MISSIONS

Elite – *PSM16* – 6/10 – Shoot 'em up  
Fast and exciting, but lacks the satisfying complexity of its rivals.

## STRIKER '96

Time Warner – *PSM2* – 6/10 – Football sim  
Like its commentator, Andy Gray, this is moderately entertaining but flawed.

## SUIKODEN

Konami – *PSM15* – 7/10 – RPG  
Historic Japanese RPG malarkey. Recommended for the converted.

## SUPER PANG COLLECTION

Ocean – *PSM24* – 6/10 – Retro compilation  
Three addictive old arcade puzzlers. Mildly taxing for a short while.

## ★ SUPER PUZZLE FIGHTER 2

Virgin – *PSM20* – 9/10 – Puzzle game  
Fans of the genre will find this almost perfect.

## SUPERSONIC RACERS

Mindscape – *PSM11* – 8/10 – Racing game  
Ultra-competitive eight-player cartoon racer. Cute and playful. Like a kitten.

## SWAGMAN

Core – *PSM20* – 6/10 – Arcade adventure  
Tries hard to please, but the controls are far too frustrating. A damn shame.

## SWING

Software 2000 – *PSM44* – 6/10 – Puzzle game  
Like juggling in an abacus. Definitely on e for real puzzle freaks only.

## ★ SYNDICATE WARS

EA – *PSM21* – 9/10 – Strategy/action game  
A superbly-atmospheric, dark and challenging title. Not to be missed.

## SYPHON FILTER

SCEE – *PSM47* – 8/10 – Shoot 'em up  
It's replete with great features and engrossing set pieces, but a bit short.



## T'AI FU: WRATH OF THE TIGER

Activation – *PSM45* – 5/10 – Platformer  
Unfunny, uninvolving and downright awkward to play. Not recommended.

## TANK RACER

Grolier – *PSM44* – 6/10 – Racing game  
Try to ignore its ugly face and revel in its fun-filled soul.

## TARZAN

SCEE – *PSM51* – 7/10 – Platformer  
If you're after a nice game try *Tarzan*. It's very playable, but not the most original title around.

## ★ TEKKEN

SCEE – *PSM29* – 9/10 – 3D beat 'em up  
A masterpiece. Instrumental in the early success of the PlayStation.

## ★ TEKKEN 2

SCEE – *PSM11* – 10/10 – 3D beat 'em up  
Simply the perfect beat 'em up. Full of great fighters, moves and visuals.

## ★ TEKKEN 3

SCEE – *PSM36* – 10/10 – 3D beat 'em up  
The best fighting game in the world. Totally without equal.

## ★ TEMPEST X

Interplay – *PSM15* – 9/10 – Shoot 'em up  
Tough, smooth, nippy and above all legendary blaster. Intensely exciting.

## TENCHU



## TIGER SHARK

GTI – *PSM22* – 4/10 – Shoot ‘em up  
Dire and forgettable blaster with pretensions far above its station.

## TIGER WOODS ‘99

EA – *PSM43* – 6/10 – Golf sim  
The jagged graphics and irritating showbiz extras will be a turn off for many.

## TILT

Virgin – *PSM16* – 2/10 – Pinball sim  
A disastrous attempt, lacking any real atmosphere or gameplay.

## TIME COMMANDO

EA – *PSM10* – 6/10 – Adventure  
Huge, graphically-impressive yarn, compromised by fiddly controls.

## TIME CRISIS

SCEE – *PSM27* – 8/10 – Light gun game  
The grooviest, bloodiest lightgun shoot ‘em up there is.

## TOBAL NO.1

SCEE – *PSM16* – 8/10 – 3D beat ‘em up  
Boasts a fluid frame-rate and sound grasp of 3D, but lacks authority.

## TOCA TOURING CAR CHAMPIONSHIP

Codemasters – *PSM27* – 9/10 – Racing sim  
Excellent. Realistic and fun with great graphics and sound.

## TOCA 2:TOURING CARS

Codemasters – *PSM40* – 9/10 – Racing sim  
An improvement on the original. One of the best racing games out there and lots of fun.

## TOKYO HIGHWAY BATTLE

THQ – *PSM19* – 7/10 – Racing game  
Passable urban racer with the added twist that you have to drive through traffic.

## TOMBI

SCEE – *PSM36* – 8/10 – Platformer  
Puzzles and bizarre logic make this extremely appealing. A welcome surprise.

## TOMB RAIDER

Core – *PSM13* – 10/10 – 3D adventure  
The perfect balance of action and exploration. Popular heroine, too.

## TOMB RAIDER 2

Core – *PSM26* – 10/10 – 3D adventure  
Who’d have thought it could get better? Lara’s looking as lovely as ever, too.

## TOMB RAIDER 3

Core – *PSM40* – 10/10 – 3D adventure  
Incredible. Stunning. Massive. It’ll keep you playing for months.

## TOMB RAIDER : THE LAST REVELATION

Core – *PSM52* – 10/10 – 3D adventure  
Undoubtedly our favourite in the series.

## TOMMI MÄKINEN RALLY

Europress – *PSM35* – 6/10 – Rally racing sim  
A definite disappointment when compared to other members of this illustrious genre.

## TONY HAWK'S SKATEBOARDING

Activision – *PSM50* – 9/10 – Skateboarding sim  
If you’re a skater this is exactly what you’ve been waiting for. A hugely-entertaining game.

## TOP GUN

Ocean – *PSM10* – 6/10 – Shoot ‘em up  
Reasonably proficient air combat sim. Not half as cheesy as the film.

## TOTAL DRIVIN’

Ocean – *PSM25* – 8/10 – Racing game  
A huge variety of tracks and cars, but it doesn’t quite work as a single game.

## TOTAL NBA ‘96

SCEE – *PSM3* – 9/10 – Basketball sim  
The perfect combination of accuracy and playability. Sweet hoop dreams.

## TOTAL NBA ‘97

SCEE – *PSM19* – 9/10 – Basketball sim  
Better motion capture and a few graphical tweaks keep *Total* on top.

## TOTAL NBA ‘98

SCEE – *PSM34* – 8/10 – Basketball sim  
Realism wins over ease of play, but it’s still up there with the best. That said, lacks ground-breaking new features.

## TRANSPORT TYCOON

Ocean – *PSM20* – 6/10 – Strategy game  
Set up and run a transport network. Marginally more fun than it sounds.

## TRAP RUNNER

Konami – *PSM47* – 6/10 – Strategy game  
If you’re after that unadulterated retro feel and you’re not short of a bob or two...

## TRASH IT

Rage – *PSM19* – 6/10 – Platform puzzle game  
Full of original stuff, but gameplay flaws and measly time limits kill it.

## TREASURES OF THE DEEP

SCEE – *PSM35* – 7/10 – Action/adventure  
Slow moving, but satisfyingly complex.

## TRIPLE PLAY 2000

EA – *PSM47* – 7/10 – Baseball sim  
Its appeal remains sadly/inevitably limited.

## TRUE PINBALL

Ocean – *PSM4* – 7/10 – Pinball sim  
A comprehensive simulation of the pinball experience with many modes.

## TUNNEL B1

Ocean – *PSM16* – 8/10 – Shoot ‘em up  
Visually-accomplished blaster which frustrates as much as it engrosses.

## TWISTED METAL

SCEE – *PSM2* – 7/10 – Driving game  
A crash-and-smash treat for two players, but rather dull for one.

## TWISTED METAL 2

SCEE – *PSM17* – 9/10 – Driving game  
A veritable one-off. Stuffed with detail and thrilling, addictive action.



## UEFA CHAMPIONS LEAGUE

Eidos – *PSM45* – 9/10 – Football sim  
Marries the instant appeal of *FIFA* with the number of moves in *ISS Pro*. Plays like a dream.

## UEFA STRIKER

Infogrames – *PSM52* – 8/10 – Football sim  
Enjoyable enough, but a few too many flaws to make it a serious contender.

## UM JAMMER LAMMY

SCEE – *PSM50* – 8/10 – Rock/rp ‘em up  
A seriously-entertaining spectacle. Where else are you going to get a lamb playing a chainsaw?

## UNHOLY WAR

Eidos – *PSM38* – 6/10 – Strategy/combat  
Some good moments, but not much substance.



## VANDAL-HEARTS

Konami – *PSM20* – 9/10 – RPG  
A careful blend of plot, animation and gameplay. It’s a bit dated now, though.

## ADVENTURE OF THE MONTH



Name: **Tomb Raider: TLR**  
Publisher: **Eidos**  
Issue: **PSM53**  
Score: **10/10**  
Game type: **3D action/adventure**

As a sequel, *The Last Revelation* is an evolutionary stride, rather than a revolutionary leap – but what a stride. It’s an atmospheric, beautiful, wonderfully-crafted game, and undoubtedly our favourite in the *Tomb Raider* series. And, thanks to a well-pitched learning curve, novice gamers will enjoy it too. *TLR* is, in a way, the true sequel to the original *Tomb Raider*. Start saving now...



## V-BALL:

### BEACH VOLLEY HEROES

GTI – *PSM34* – 8/10 – Arcade volleyball sim  
A very pleasant surprise. Simple but lots of fun. Get a friend round.

## VERSAILLES

Cryo – *PSM36* – 5/10 – Historical adventure  
Occasionally clever, mostly dull, uninvolved and only slightly educational.

## VICTORY BOXING

JVC – *PSM14* – 8/10 – Boxing sim  
A thinking man’s beat ‘em up with plenty of long-term challenges.

## VICTORY BOXING 2

JVC – *PSM38* – 8/10 – Boxing sim  
One of the best in this admittedly limited genre. Fight fans will love it.

## VIEWPOINT

EA – *PSM2* – 5/10 – Shoot ‘em up  
Xenious-style isometric blaster with lush visuals. Not for the initiated.

## VIGILANTE 8

Activision – *PSM34* – 7/10 – Driving game  
Enjoyable in two-player bursts, and sharp-looking. *Twisted Metal 2*’s better, though.

## VIPER

Ocean – *PSM35* – 6/10 – Shoot ‘em up  
Duff graphics and outdated gameplay. A complete waste of time.

## VIRTUAL GOLF

Core – *PSM8* – 5/10 – Golf sim  
Ugly as a pair of golfer’s slacks, but challenging in the long term.

## VIRTUAL POOL

Interplay – *PSM16* – 8/10 – Pool sim  
Superbly-presented and robustly-playable, but lacking beer-stained baize.

## VIRUS

Cryo – *PSM48* – 4/10 – 3D action/adventure  
Badly-designed and woefully executed. Be sure to avoid at all costs.

## VIVA FOOTBALL

Virgin – *PSM42* – 7/10 – Football sim  
Bags of history, buckets of nostalgia but still only an average kick-about.

## VMX RACING

Funsoft – *PSM33* – 3/10 – Motocross sim  
The pits – infuriating and tedious. More pop-up than your local kids library.

## V-RALLY

Ocean – *PSM21* – 9/10 – Rally racing game  
Fine visuals and a plethora of tracks and cars combined to near-perfection. It’s quite tricky to master, though.

## V-RALLY 2

Infogrames – *PSM47* – 10/10 – Rally racing game  
An all round party six of a game. You should definitely buy this.

## VR BASEBALL

Interplay – *PSM21* – 5/10 – Baseball sim  
An unexciting and unemotional sim, which is more laughable than real.

## VS

THQ – *PSM34* – 7/10 – Beat ‘em up  
Not the best, but sufficiently different to be worth the asking price.

## V2000

Grolier – *PSM38* – 7/10 – Strategic shoot ‘em up  
Not recommended for the inexperienced or casual gamer. Otherwise it’s not bad.



## WARCRAFT 2

EA – *PSM22* – 9/10 – Combat strategy  
More depth and detail than *C&C*, but perhaps not quite as addictive.

## WARGAMES:DEFCON 1

EA – *PSM35* – 8/10 – Shoot ‘em up  
Unchallenging, but there’s plenty of missions and dual scenarios.

## WARGODS

GTI – *PSM22* – 3/10 – Beat ‘em up  
Little more than a terrible 3D version of *Mortal Kombat*. Rusty and rigid.

## WARHAMMER

EA – *PSM12* – 8/10 – War game  
A tough, challenging combination of a war sim and a God game.

## WARHAMMER:DARK OMEN

EA – *PSM32* – 8/10 – Strategy game  
Excellent fantasy strategy game with improved graphics and tweaked gameplay.

## WARHAWK

SCEE – *PSM2* – 8/10 – Combat shoot ‘em up  
Addictive and varied sim, providing a difficult but rewarding experience.

## WAR OF THE WORLDS,THE

GTI – *PSM52* – 6/10 – Action/adventure  
Some great tunes and ideas are marred by shoddy construction and technical problems.

## WARZONE 2100

Eidos – *PSM45* – 9/10 – Real-time strategy  
Without a doubt, the best real-time strategy game available for the PlayStation.

## WAYNE GRETZKY'S 3D HOCKEY '98

GTI – *PSM31* – 4/10 – Ice hockey sim  
Its inadequacies are many and its long-term appeal is low. Not good then.

## WCW MAYHEM

EA – *PSM53* – 7/10 – Wrestling sim  
No classic, but if you enjoy the razzle and OTT dramatics of the real thing, this one’s for you.

## WCW NITRO

THQ – *PSM34* – 5/10 – Wrestling sim  
Disappointing. It’s hamstrung by an uninspired control mechanism.

## WCW THUNDER

THQ – *PSM44* – 3/10 – Wrestling sim  
Appalling playability makes this unworthy of anyone’s 35 quid.

## WILD ARMS

SCEE – *PSM37* – 9/10 – RPG  
Slick, polished and fun. Granted, it’s no *Final Fantasy* but remains a must for any RPG fan.

## WILD 9

Interplay – *PSM37* – 7/10 – Platform  
Despite the hype from Shiny, this is outdated and not as good as other platformers.

## WILLIAMS ARCADE'S GREATEST HITS

GTI – *PSM7* – 7/10 – Retro compilation  
Age shall not weary them. Well, not much anyway. *Defender* is still the biz.

## WING COMMANDER IV

EA – *PSM21* – 8/10 – Space shoot ‘em up  
A huge improvement on the previous title. Plenty of scope and depth.

## WING OVER

JVC – *PSM26* – 6/10 – Flight shoot ‘em up  
Nice idea, but average graphics and repetitive gameplay let it down.

## WING OVER 2

JVC – *PSM46* – 4/10 – Arcade flight sim  
Lots to do and all of it fiddly and horrible. Avoid this rust bucket.

## WIPEOUT

Psygnosis – *PSM1* – 8/10 – Racing game  
Dizzying pyrotechnic racer set in the near-future. Marvellous soundtrack.

## WIPEOUT 2097

Psygnosis – *PSM12* – 9/10 – Racing game  
Improved gameplay and brilliant link-up option keeps this ahead of rivals.

## WIP300T

SCEE – *PSM50* – 9/10 – Racing game  
The definitive futuristic racing game. The three year wait has been more than worth it.

## WORLD CUP '98

EA – *PSM34* – 9/10 – Football sim  
It took a while to arrive, but this is the ultimate footy sim.

## WORLD CUP GOLF

Ocean – *PSM5* – 6/10 – Golf sim  
Gets the basics right, but pales into insignificance next to *PGA Tour*.

## WORLD LEAGUE BASKETBALL

Mindscape – *PSM30* – 5/10 – Basketball game  
Incredibly short of greatness. Why buy this when a galaxy of *NBAs* are out there?

## WORLD LEAGUE SOCCER

Eidos – *PSM33* – 7/10 – Football sim  
A tireless worker of a football sim that’s challenging throughout. No flash, no licence, just the business.

## WORMS

Ocean – *PSM2* – 7/10 – Puzzle game  
Much-admired for its originality, though it lacks visual style or lasting appeal.

## WORMS ARMAGEDDON

Hasbro – *PSM53* – 8/10 – Puzzle game  
The worm hasn’t just turned – it has been turned into a much more sophisticated game.

## WRECKIN CREW

Telstar – *PSM34* – 7/10 – Racing game  
While not exactly taxing, this is a defiantly fast and frantic racer.

## WU-TANG:TASTE THE PAIN

Activision – *PSM53* – 8/10 – Beat ‘em up  
A sword-swirlin’, ass-whuppin’, offal-hurlin’ slice of Shaolin madness.

## WWF ATTITUDE

Acclaim – *PSM2* – 8/10 – Wrestling sim  
Even if your not a wrestling fan, this remains worth a look.

## WWF WAR ZONE

Acclaim – *PSM37* – 7/10 – Wrestling sim  
A good-looking, gripping title let down by its sub-standard gameplay.

## WWF WRESTLEMANIA

Acclaim – *PSM2* – 8/10 – Wrestling sim  
Extraordinarily amusing chuchabout. More fun than most po-faced fighters.



## X-FILES,THE

SCEE – *PSM50* – 3/10 – Adventure  
Reminds us why the concept of interactive movies was discarded long ago.

## X GAMES PRO BOARDERS

SCEE – *PSM43* – 7/10 – Snowboarding sim  
Puts across the sport’s cool image, but repetitive with superficial gameplay.

## X-COM: ENEMY UNKNOWN

Microprose – *PSM1* – 8/10 – Strategy game  
Atmospheric and complex strategy title. Constantly demanding.

## X-COM:TERROR FROM THE DEEP

Microprose – *PSM14* – 8/10 – Strategy game  
Very similar to the previous title, but equally as spooky and compelling.

## XEVIUS 3D/G+

SCEE – *PSM23* – 6/10 – Shoot ‘em up  
Four versions of the classic blaster including a slick 3D update.

## X-MEN: CHILDREN OF THE ATOM

Acclaim – *PSM31* – 7/10 – Beat ‘em up  
Proficient conversion of a playable arcade game that’s showing its age.

## X-MEN VS STREET FIGHTER EX

Virgin – *PSM37* – 6/10 – Beat ‘em up  
Why settle for stylised comic-book action when you can have smooth and fluid action in *Tekken 3*.



## YOYO'S PUZZLE PARK

JVC – *PSM46* – 7/10 – Puzzle game  
It won’t keep you up ‘til four in the morning. Bust-A-Move-style, but it’s good, clean fun.



## Z

SCEE – *PSM29* – 7/10 – Strategy game  
Inevitably has its moments. Not generally recommended, though.



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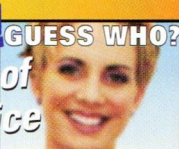
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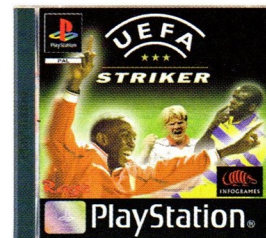
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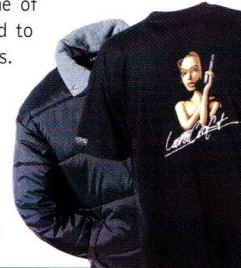


**Q. What shape is a wheel?**

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**Q. How many Tomb Raider games have been produced for the PlayStation to date?**

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## SNAKES AND CUBES

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**Q. How many faces does a cube have?**

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**Q. What name is given to the family of flying dinosaurs?**

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## DECEMBER WINNERS

Scooping the Booty in PSM52 is Mervyn Edwards from Powys. Congratulations to Mr A Bisatt from Cheltenham who is now licenced to play with the *Tomorrow Never Dies* goodies. Smarty Pants Of The mMonth is Jason Walker from Leicester who figured out the mystery word in PSM52's crossword is 'Mission'. Winners of all the other prizes will be notified by post.



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## OFFICIAL UK PlayStation Magazine CROSSWORD

Finally, your chance to use that PlayStation brain knowledge. To win £200 worth of goodies from the lovely GT Interactive, send your answer to 'PSM Crossword 54' at the usual address. First correct answer wins!



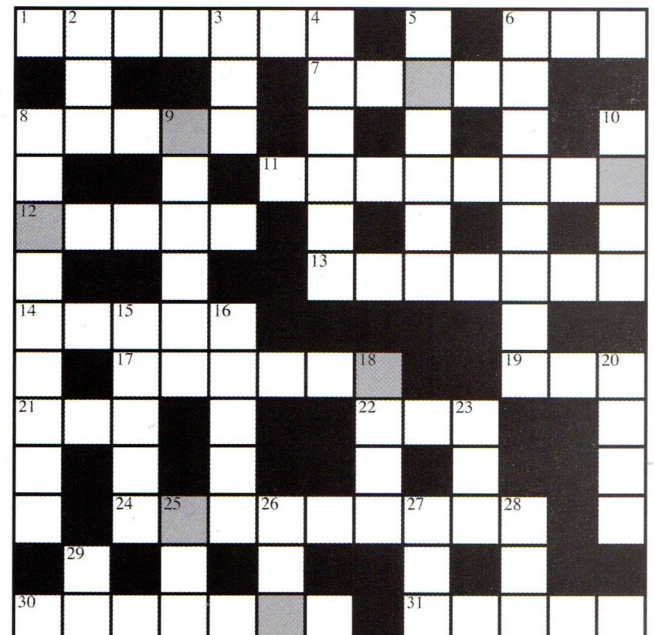
### CLUES ACROSS

- 1 The ghostly *Menace* of *Star Wars* acclaim (7)
- 6 Army \_ : *Sarge's Heroes*, new toy soldier shooter (3)
- 7 Actually starting to play a respectable sports series (5)
- 8 See 3 down
- 11 One inflicting a serious beating on the *Skate And Destroy* boarder (8)
- 12 Eidos adventure with city-style *Chaos* (5)
- 13 *Tommi* \_ Rally, Finnish champ's PlayStation off-roader (7)
- 14 Dated *Doom* clone with a bit of a hex on it! (5)
- 17 *Speed* \_ , weirdos from an excellent kart racer (6)
- 19 *Rainbow* \_ , more than five for Tom Clancy's PC conversion? (3)
- 21 Ail a heavyweight great from *Knockout Kings 2000* (3, anag)
- 22 \_ *Basketball 2000*, yet another licensed slam dunker (3)
- 24 Wiggly little creature like platformer Jim (9)
- 30 Three-part of the *Die Hard 2: Viva Las Vegas* variety (7)
- 31 Japan's Game Show venue - wasn't there a Highway Battle there, too? (5)

### CLUES DOWN

- 2 A *Need for Speed 3 Pursuit* that cannot be cool! (3)
- 3 & 8 across PlayStation adventure based on Buzz and Woody's number two film (3,5)
- 4 The latest WCW wrestler will cause chaos (6)
- 5 Rat \_ , assault on a dire PlayStation title (6)
- 6 *Micro* \_ V4, racy devices from the forthcoming multiplayer classic (8)
- 8 Cartoon spin off that includes *Chef's Luv Shack* (5,4)
- 9 *Soul* \_ : *Legacy of Kain*, *Tomb Raider* clone (6)
- 10 Is Nan playing this long-awaited *Turismo* sequel? (4)
- 15 X-rated blaze created by a PlayStation2 adventure (1-4)
- 16 *Tomorrow* \_ *Dies*, Bond spy action (5)
- 18 White stuff vital for sled-storming and cool-boarding (4)
- 20 TV's Warrior Princess and PlayStation release (4)
- 23 Big \_ , gas we breathe playing this snowboarding sim (3)
- 25 \_ *Star Tennis*, sports title for everyone (3)
- 26 Label attached to PS2's *Tekken Tournament* (3)
- 27 On your tod playing a Psygnosis 3D adventure (3, init, anag)
- 28 Murder, death and kill are all essential to this shooter (3, init)
- 29 Poor Baseball sim linked to Virtual Reality (2, init)

After completing the crossword, rearrange the letters from the seven shaded squares to spell out the prize word - a cutesy cartoon adventure



COMPILED FOR OFFICIAL UK PLAYSTATION MAGAZINE BY ALERIC LINDEN



# AND FINALLY...

## My Development Hell

Text: Nick Ellis

Illustration: Stuart Harrison

**THE GAME GETS A LEAD CHARACTER, BUT NICK'S OUT ON HIS EAR AND SLEEPING IN THE OFFICE...**

**E**y! What can I don't for you? Nice of you to join me for part three of my slightly inebriated trip down the distinctly-cobbled Game Design Lane. This month – tough decisions, lots of booze and quite a few fireworks. It's like an episode of *EastEnders*!!

### Friday, 5 November, AM

All of the team get together for an all-day Design Development Meeting. We start at 9:30 and producer Phil holds up his mobile phone and says this is our only link to the outside world until we agree on a lead character for *The Game*. Mike, our new playtester asks if we'll be able to go to the toilet – he seems a bit frightened.

By 11-ish, we've whittled things down to two options (Schwing The Monkey was the first to go). It's me and Lothar (remember – the uncouth, beer-swilling dog who throws bones at bad guys) and Hairball The Cat (he's more cutesy and has a peashooter, for some reason). The plan for Hairball is that he has to save his girlfriend from some stupid dog.

Amazingly, only me and Phil have a problem with this corny scenario. I argue the case for Lothar: he's tough, smokes cigars and has a Popeye-and-spinach relationship with cans of various horrible flavours of dog food that are littered around. Depending on the flavour of dog food, Lothar gets more muscly and powerful or smaller and able to fit into tiny gaps. After spending most of the time doodling what look like arses with legs on his notepad, Mike pipes up that Lothar "sounds ace."

### Friday, 5 November, PM

Over lunchtime sandwiches (phoned in by Phil), graphic designer Keith points out that if we don't get this sorted soon, we'll miss the fireworks at Ally Pally. It's all a bit stressful for me anyway, because we have to leave the flat tomorrow due to Mad Ed's bedroom tantrum. I haven't found a new place yet. But don't worry – I've got a cheap B&B sorted for a week or so.

Finally, at about three o'clock, Phil calls a vote, which Lothar wins easily. "Well, every dog has his day!" I say, but

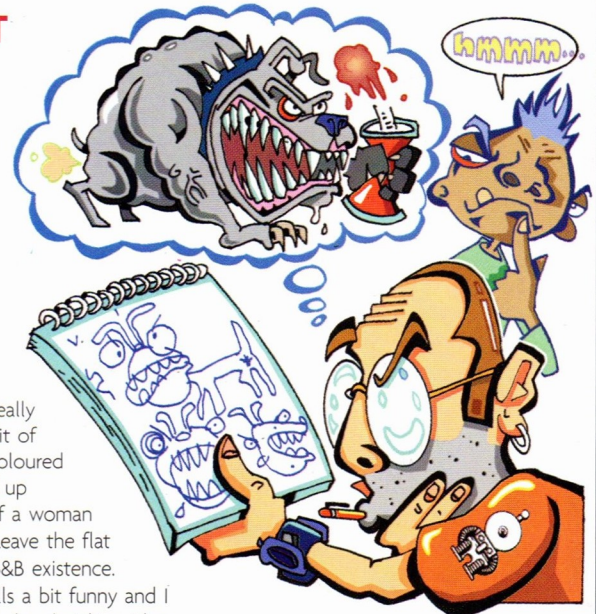
no-one laughs. Phil winds up the meeting and, we head for the Thirsty Camel.

### Saturday, 6 November

Bad night, bad morning. At the display, Mike got really drunk and was a bit of an idiot with his coloured sparkler. He ended up singeing the hair of a woman standing in front. Leave the flat and head for my B&B existence. But the room smells a bit funny and I spend most of the day sketching ideas for Lothar which I decide I don't like.

### Monday, 8 November

Lothar lives! First thing this morning, Keith showed me his 'prelims' (as he calls them) and they're much better than mine. Things are moving fast now – including me! I've left the B&B and set up a sleeping bag in the alcove by the



water cooler. It's a bit miserable but it should only be for a day or two – although some of the lads keep sticking pictures of Hairball on my rucksack. ■

**NEXT MONTH:** The technical demo (promise!) and, with a bit of luck, I'll let you know what you think of *The Game*. How about a few title suggestions?



## NEXT MONTH...

### RESIDENT EVIL 3: NEMESIS

PREPARE TO BE SCARED ALL OVER AGAIN AS *RES*! RETURNS FROM THE GRAVE – AND IT'S THE **NASTIEST** YET. WE'VE GOT THE EXCLUSIVE UK REVIEW!

**PLUS!** *Die Hard Trilogy 2* – full review! • *PSM's* quest for the hidden game... • *Unreal* – exclusive news! • PlayStation2 update • Review and playable demo of *Ace Combat 3* • Behind the scenes with the Bitmap Brothers' *Speedball 2100* • Playable *F1 '99* demo • Loads more!

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